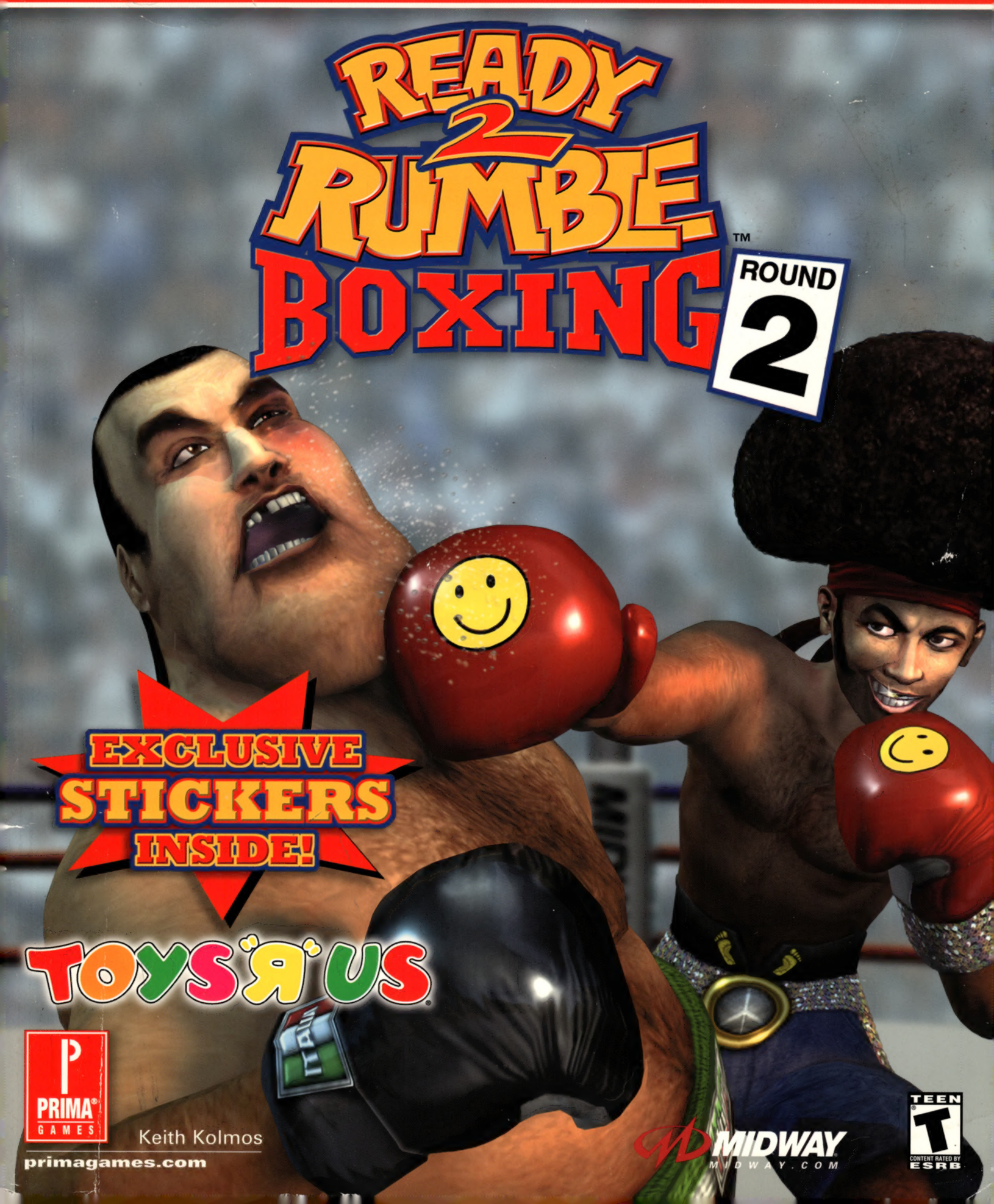
PRIMA'S OFFICIAL STRATEGY GUIDE

READY 2 RUMBLE™ BOXING ROUND 2



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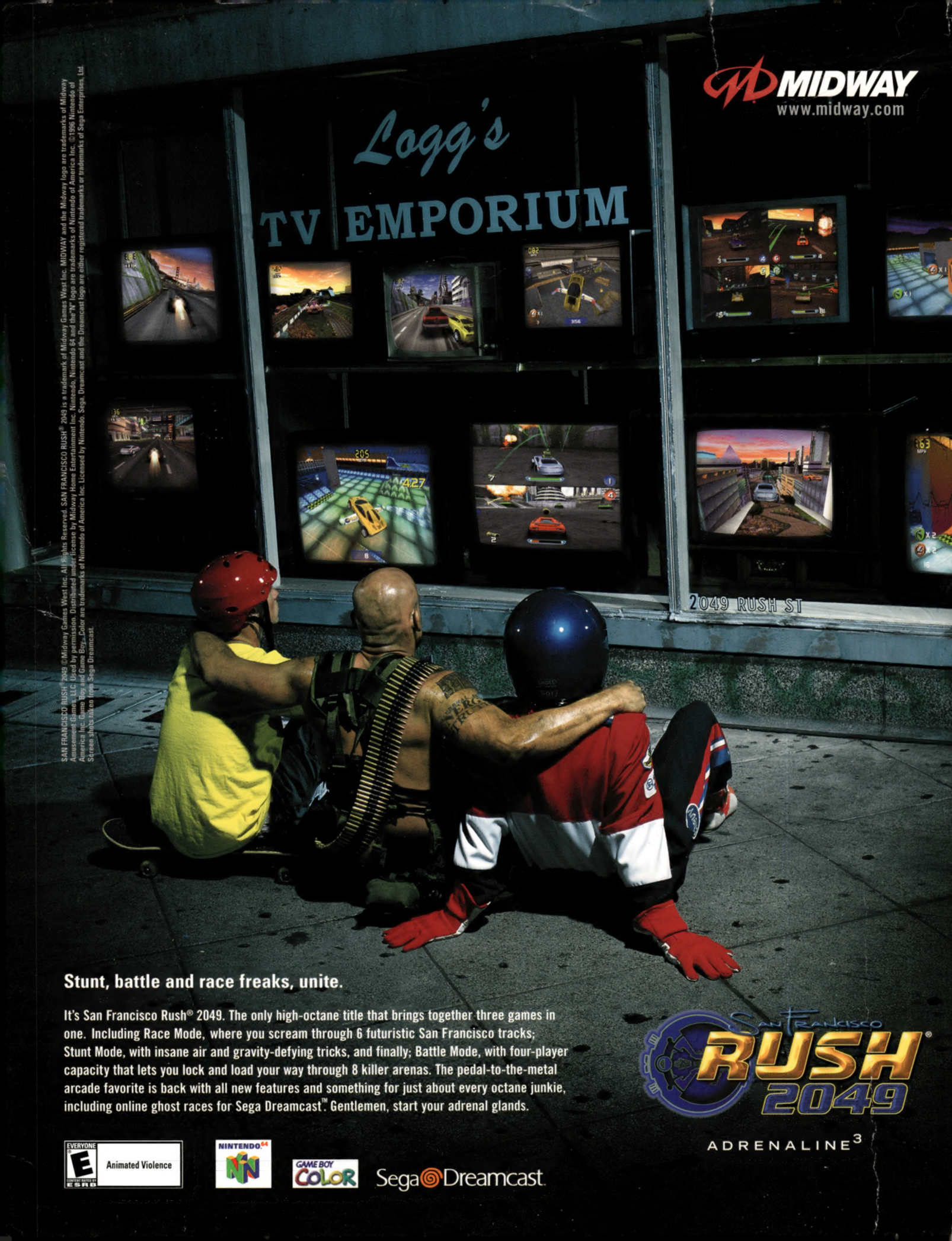

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READY 2 RUMBLE BOXING ROUND 2

Prima's Official Strategy Guide

Keith M. Kolmos

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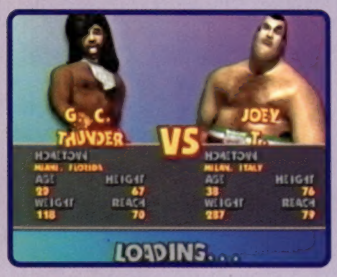
INTRODUCTION

WELCOME



Ready 2 Rumble Boxing: Round 2 features new boxers, such as G.C. Thunder (Afro Thunder's cousin) and Joey T. Check out the "Roll Call of Fighters" for complete move lists and strategies for each boxer.

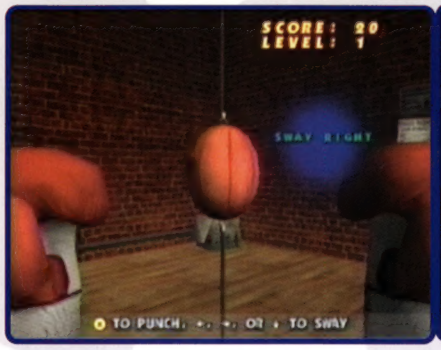
Welcome to *Ready 2 Rumble Boxing: Round 2, Prima's Official Strategy Guide*. The folks at Midway added a ton of features for this sequel to last year's smash hit, and Prima's got them all covered. *Round 2* includes new boxers and an updated Championship Mode, plus brand new Tournament and Team Battle modes. So jump in and go ringside for announcer Michael Buffer's introductions …

"Let's get ready to RUMBLE!"

After spelling R-U-M-B-L-E in yellow (by hitting your opponent with damaging blows), you can either initiate a Rumble Flurry or continue acquiring letters. If you spell R-U-M-B-L-E again (changing the yellow letters to a shocking blue), you can initiate an electrifying lightning knockdown combo. If you spell R-U-M-B-L-E a third time (before initiating RUMBLE Mode), the letters will be on fire, and you can knock your opponent out of the ring for a victory.

Keep your guard up …

… or you'll end up flat on the canvas, defeated.



Round 2 has an updated Championship Mode. There are new training minigames, and you have limited time between fights to train. The longer you train, the better your boxer becomes.

HOW TO USE THE GUIDE

Ready 2 Rumble Boxing: Round 2 is available for the Dreamcast, PlayStation, PlayStation2, and N64. Gameplay for all four versions is basically the same. This guide lists the boxers' combo sequences for each console.

GAMEPLAY BASICS

Before stepping into the ring for the first time, you must learn some basics. Without them, you might wind up getting your block knocked off. Familiarize yourself with the controller, a couple of basic punches, blocking, RUMBLE Mode, taunting, and fight pacing. Those are all skills you must master before becoming the Champ.

Johnny "Bad" Blood lands a jab to "Big" Willy Johnson's head.

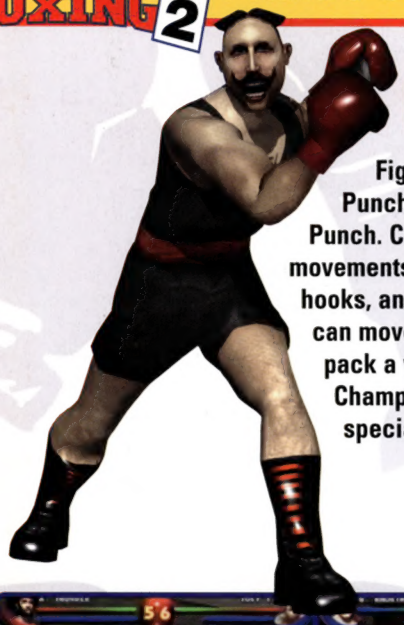
Angel "Raging" Rivera deals a dizzying blow to Butcher Brown. Special moves, hooks, crosses, and uppercuts are some of the punches that can stagger your opponent.

Johnny "Bad" Blood blocks high, but "Big" Willy Johnson throws a body shot. Watch your opponent's stance to predict where he will try to hit you.

Jet "Iron" Chin earned enough letters to spell R-U-M-B-L-E.

Activating RUMBLE Mode's first level allows you to punch away without worrying about your power bar. Keep punching and deal as much damage as you can.

Don't let the scenery distract you. There are a ton of new arenas to fight in, such as this one atop a skyscraper.



PUNCHES

Fighters have four basic punches at their disposal: High Left Punch, High Right Punch, Low Left Punch, and Low Right Punch. Combine the basic punches with D-Pad/analog-stick movements for even more types of punches. Start with uppercuts, hooks, and overhand shots. Once you master these punches, you can move on to each fighter's special moves. The special moves pack a wallop and help you reach your ultimate goal, the Championship. See "Roll Call of Fighters" for all of the special-move button combos.

Caution

The bigger punches (hooks, uppercuts, and special moves) take longer to execute than the four basic punches do. The more damage a punch can do, the longer it takes to complete (from the time you press the button). Try to land some basic punches to wear your opponent down. Then, once you've softened him or her up, bring out the bigger punches and try to deal a knockout blow.

Joey T lands a basic left jab on Afro Thunder.

Mama Tua lands a basic right jab on Boris "The Bear" Knokimov.

Angel "Raging" Rivera lands a right-handed body blow on Selene Strike.

Lulu Valentine catches Afro Thunder with a left to the body.

Boris Knokimov lands a big right hook against Jet Chin.

Afro Thunder lands a left hook on Lulu Valentine.

Boris "The Bear" Knokimov lands a left hook to J.R. Flurry's head.

Afro Thunder lands "The Supa Stupid Funky Punch" on Butcher Brown. Use special moves to earn RUMBLE letters faster.

BLOCKING

Punching is one thing; winning a fight is another. To win you must avoid your opponent's punches.To avoid punches (and therefore take less damage), block. Watch your opponent's stance and learn each character's "tip-offs" that indicate the coming move. Once you see a move coming, use the appropriate block in time to stop the blow. After you absorb the blow, fire off a quick jab. This shot will almost certainly land, and it'll make your opponent think twice about throwing such an obvious punch again.

Afro Thunder drops down for a right hook to Butcher Brown's head.

Brown sees the punch coming and raises his hands to block it.

With the correct block in place, you can shed the punch ...

... then counterpunch with a quick jab. This punch almost always lands, and it's a good way to make your opponent think twice about attacking you.

Parrying

Parry is a new defensive feature that gives each boxer the ability to deflect their opponent's jabs, straights (right jabs), body blows, and some special moves. To perform a high parry, double tap the high block button exactly when your opponent throws high punches. For a low parry, double tap the low block button to deflect body punches. The timing is tricky, but you opponent will be left wide open for a counterpunch if you're successful.

RUMBLE MODE

Talk about RUMBLE time! Instead of just one level of RUMBLE Power, there are now three. When you spell RUMBLE the first time (all yellow letters), activating RUMBLE Power makes your power bar unlimited for a few seconds. This allows you to deliver some heavier combos for maximum effect. When you spell RUMBLE the second time (all red letters) and activate RUMBLE Power, your boxer delivers a lightning-quick knockdown combo. When you spell RUMBLE the third time (sizzling white-hot letters), you gain the ability to deliver a fight-ending move.

Big overhand shots such as this get you a letter quickly ...

... but a normal jab can get you one too (it just takes longer).

Upon activating the first level of RUMBLE Power, you gain unlimited energy for all the big moves ... including the RUMBLE Flurry.

If you continue earning letters until they're all red, you can activate the second level of RUMBLE Power ...

... which delivers a lightning-quick combo that gets you a quick knockdown.

Save the letters until they glow white.

Then engage the third level of RUMBLE Power.

The third level of RUMBLE Power delivers a knockout blow. Send your opponent flying out of the ring.

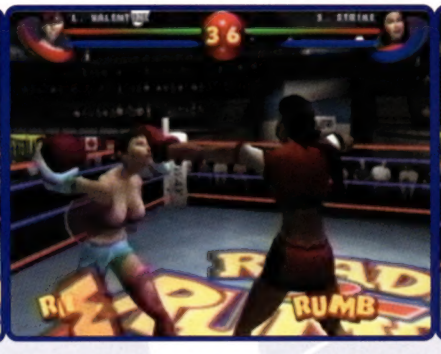
TAUNTING

Whether fighting a friend or the computer, taunting your opponent can make you smile. Each boxer can perform four different taunts. Taunting also earns RUMBLE letters. Be careful, though. While taunting, you're wide open to attack. If you're in too close, your opponent can clobber you.

Boxers have four taunts. Here, Afro Thunder completes a taunt ...

... while fighting Johnny "Bad" Blood. Taunts can make you smile and earn you RUMBLE letters.

But Johnny Blood taunts back. Each taunt takes approximately the same time to complete. Choose whichever taunt fits the moment.



Be sure your opponent isn't too close when you taunt. Here, Lulu Valentine taunts Selene Strike at close range, earning a quick jab in response. While taunting, you're completely defenseless.

FIGHT PACING

Fight pacing is an important skill. Like its predecessor, this game is not one in which all you do is mash buttons; *you are boxing*, so think about what you're doing. Every punch decreases your power bar. You can only execute certain combos and special moves with a full power bar, so keep that bar as high as you can. Here are some guidelines to help you pace the fight and outlast your challengers.

- When your opponent is in RUMBLE Mode, back off and wait for it to expire. Once the RUMBLE Power effect is gone, head back into the melee.
- You gain Health back between rounds, so if you're running low near the end of a round, *run.* Yes, I said *run.* Stay away from the corners to avoid being knocked down.
- Conversely, if your opponent's Health is low near the end of the round, chase him or her and land as many punches as you can. If you don't knock your opponent out, he or she will gain Health between rounds.
- Stick and move. You can't go toe-to-toe with a superior opponent. Land a quick series of jabs, then back up or block. You can win by nipping around the edges and then pouncing for the kill.
- Block. The developers put those blocking moves in for a reason. Use them.
- Don't forget to work the body. Opponents often leave body shots wide open. Use that to your advantage.
- Use your jab. A series of jabs to the head will open up avenues for larger, more powerful punches.
- Save your RUMBLE letters until the second or third level of RUMBLE Power. The quick knockdowns (or knockout, in the case of level three) are worth the wait.

When your opponent is in RUMBLE Mode, back off. RUMBLE Mode is only good if you can land punches. By running away, you eliminate your opponent's advantage.

Work your opponent's body.

Use your jab. It wears down your opponent and provides openings for larger punches.

Stay out of the corner. You're pinned in; no good can come from getting caught like Butcher Brown did here.

When time is running out, go for the knockout. If you don't, your opponent will gain some Health back between rounds.

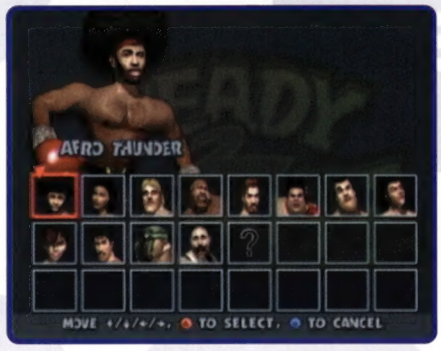
Don't activate RUMBLE Mode early. Wait until you save up enough to activate the second or third level.

The flurry of the second level of RUMBLE power. The quick knockdown and subsequent knockout are worth the wait.

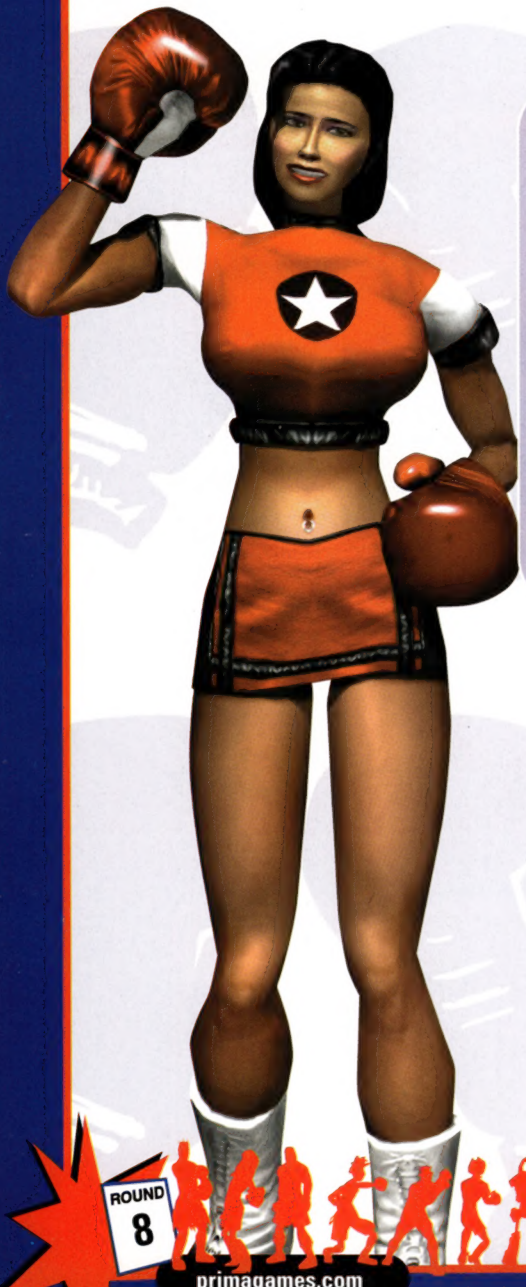
ARCADE MODE

Do you need to let off some steam? If so, select your boxer and enter the ring in Arcade Mode.

Initially, you have 12 boxers to choose from (see the following Initial Boxers list). Each time you beat them all, you unlock another boxer (see the following Additional Boxers list). When you unlock a boxer in Arcade Mode, he or she becomes available in all modes (Arcade, Championship, Tournament, and Team Battle modes). Secret characters are not available in Championship mode.



From this menu you can select any of the 12 initial boxers to fight with. Each time you complete Arcade Mode (by defeating all of the other boxers) you unlock a new character (from the Additional Boxers list).



INITIAL BOXERS

Afro Thunder
Angel "Raging" Rivera
"Big" Willy Johnson
Boris "The Bear" Knokimov
Butcher Brown
J.R. Flurry
Jet "Iron" Chin
Johnny "Bad" Blood
Joey T
Lulu Valentine
Mama Tua
Selene Strike

ADDITIONAL BOXERS

Freak E. Deke
Michael Jackson
G.C. Thunder
Wild "Stubby" Corley
Shaquille O'Neal
Freedom Brock
Rocket Samchay
Robox RESE-4
Rumbleman

Michael Jackson vs. Shaq? You bet. Just beat Arcade Mode a couple of times and you can set your own wild matchups.

Michael's wearing his signature sparkling glove …

… and Shaq is decked out in the colors of his favorite team.

It's man versus machine in this clash between ROBOX RESE-4 and Boris Knokimov.

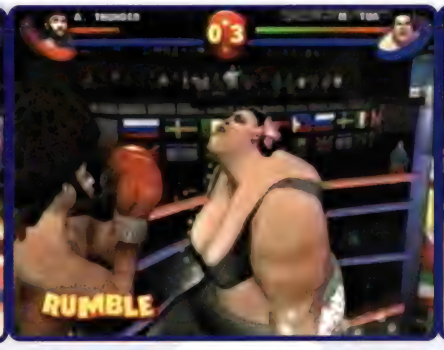
Note

Hit the Ⓧ (DC), ©◄ (N64), or ■ (PSX/PS2) button at the character select screen to swap between your boxer's outfits.

TRY AND TRY AGAIN

You get three chances to reach the top—use them wisely. If you lose a fight, don't give up—continue, and see if you can beat your opponent. Although you might run out of continues before reaching the top, you gain valuable experience along the way. This additional experience will help you out the next time you fight.

In terms of strategy, not much is different from Championship Mode. The AI opponents here are a little weaker, which can only help.



Make sure you block your opponent's punches after landing a bunch of your own …

… or you'll wind up getting clocked.

Sometimes you'll get knocked down ...

... and you won't get up!

The number of continues you have depends on your boxer's skill level.

If you get knocked out, get back into the ring and try to do better. Never give up.

CHAMPIONSHIP MODE

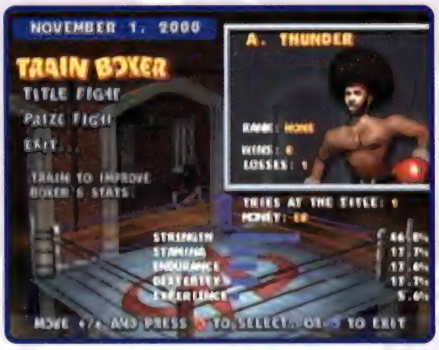
Do you have what it takes to promote your fighter from two-bit amateur to champion? Select Championship Mode from the menu and test your skill. Train your boxer, fight in prize fights for cash, and battle in title fights to climb to the top of the ladder. It's a long ladder to climb, but here are the strategies to help you along the way.

The first step in Championship Mode is selecting your boxer.

After selecting your boxer, you see a cool shot of your gym.

TRAINING

Your boxer has five different ability scores: strength, stamina, endurance, dexterity, and experience. The first four start at 25.0 percent, while experience starts at zero. You increase experience by winning prize fights and title fights; training increases the other four ability scores. To make it to the top, you need to boost all of these scores.



New Features

Besides changes to the training minigames, new to *Round 2* is how you train your boxer. In *Ready 2 Rumble Boxing*, you could train your boxers as long as you had cash to finance the training regimen. Now, boxers have fights scheduled for specific dates, and you can select a training regimen to pursue on each day in between.

You'll see how well you did (indicated by your training-value percentage), and you'll receive a rank from Keep Practicing to Rumble Master.

Training Ranks

After you finish a training minigame, you receive a training value (as a percentage score) and a rank to let you know how you did. The ranks you can achieve are:

- Keep Practicing
- Weakling
- Wannabe
- Trainee
- Novice
- Bouncer
- Bruiser
- Contender
- Champ
- Rumble Master

Note

You don't *have* to play the minigames to train your boxer. If you select Automatic Training, your boxer's stats increase on their own. However, you should only use Automatic Training if you lack the time or ability to do well in the minigame—your scores can increase if you train in the minigames.

The Minigames

Jump Rope

The first training regimen is Jump Rope. Successfully completing a Jump Rope session increases stamina, endurance, and dexterity. Unfortunately, it also decreases strength. As you raise the training value, your ability scores increase, but the minigame becomes harder by requiring more simultaneous button presses. The key to success in this training mode is to carefully watch the falling pattern. Jump Rope training is one of the easier minigames to play, but one of the harder ones to master.

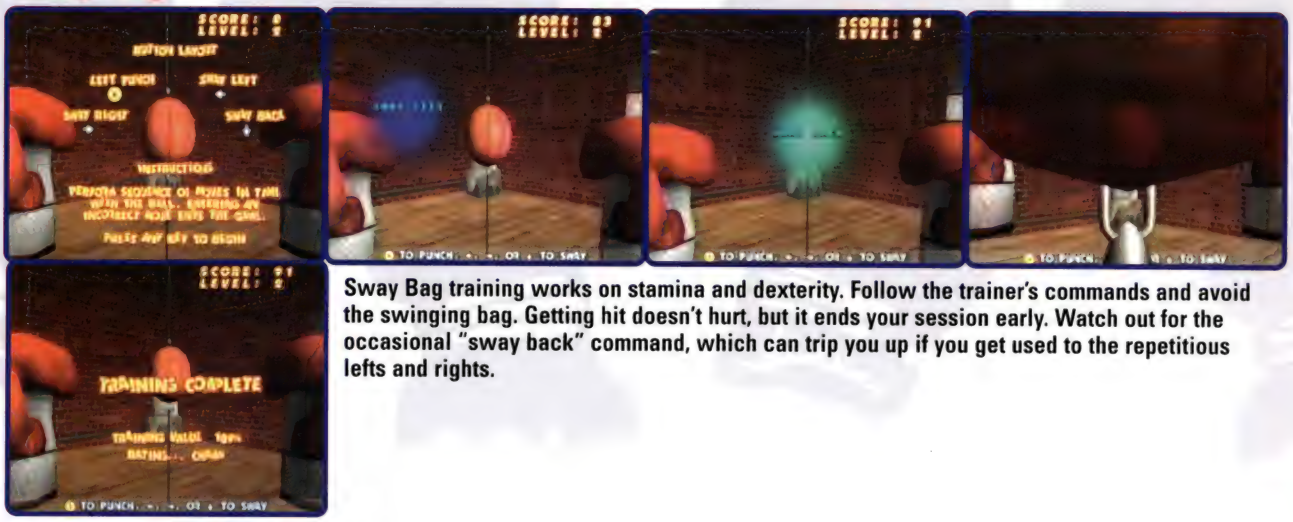
Speed Bag

Speed Bag training increases strength and endurance, but diminishes stamina and dexterity. Because this is one of the few regimens that doesn't decrease strength, it's a good selection for boosting endurance. Wait for the bag to start its return before hitting it again. Throwing a left or right hook will increase your momentum (and gain you more points).

Heavy Bag

Heavy Bag training is great when your boxer is just starting out. It increases the two most important ability scores: strength and stamina. Play Follow the Leader with your trainer, who calls out the punches you need to throw. Remember the hook and uppercut commands, which can sometimes confuse you and cause you to miss. (The majority of your trainer's calls are for jabs to the head or body.)

Sway Bag



Sway Bag training works on stamina and dexterity. Follow the trainer's commands and avoid the swinging bag. Getting hit doesn't hurt, but it ends your session early. Watch out for the occasional "sway back" command, which can trip you up if you get used to the repetitious lefts and rights.

Rumble Pads

Rumble Pad training works on endurance and dexterity. The pads rotate out and you get a couple of seconds to press the corresponding buttons. (The further you go in training, the less time you have to complete the pattern.)

If you do well enough in the first couple of rounds, you earn a bonus round. During this round, you must spell R-U-M-B-L-E by pressing the buttons in the correct order.

Rumble Aerobics

The Rumble Aerobics training regimen works on endurance and dexterity, but saps major strength and stamina. (It's still a good exercise; just be sure you can afford the strength loss.) Follow Julie's patterns to be successful.

Weightlifting

Weightlifting increases strength, which determines how much damage your punches do. Strength is a big determinant of how you do in your fights. Train until your boxer's strength is at least as high as that of your opponents. For a successful weightlifting session, let go of the button while the bar is in the green area. The green area shrinks as you become more successful.

Non-Minigame Training

Vitamin Program

This is one of two training regimens not associated with a minigame. This is also one of the regimens that cost money. The Vitamin Program adds 10 points to stamina and 5 to dexterity. Once you've won $10,000 (from prize fights and title fights), finance this program. The stamina and dexterity additions are well worth the price.

Rumble Mass

Rumble Mass is the other non-minigame training regimen; it costs a whopping $25,000. What you get for $25,000 is 30 strength points and 7.5 endurance points. But are the gains worth the money? By the time you have enough cash to pay for Rumble Mass, your boxer should already be very strong. The wiser decision is to buy Vitamin Programs rather than save up for such an expensive regimen.

Planning Out Your Training

In the last version of *Ready 2 Rumble Boxing*, you trained until you thought you were ready to fight. In *Round 2*, the prize fights and title fights have fixed dates. By default, each training regimen you pick uses a day of training time. But at the Training Selection menu, you can choose to lengthen training to multiple days. The only caveat is that you can't train past a title fight. Win or lose, you must fight on the set dates.

After selecting a training regimen, you must select a training value and the number of days to spend training. The longer you train, the greater the increase (or decrease) of your ability scores.

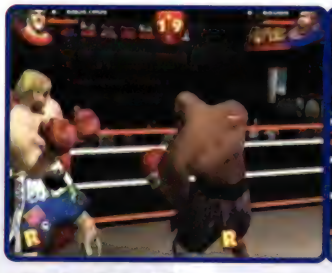
Risk vs. Reward

When deciding how long to train, you must weigh risk against reward. By selecting a one-day training period, you lengthen the time you'll be playing minigames between fights. By the same token, you also minimize the risk of a bad training session. If you run Jump Rope the entire time between fights, you'll be in big trouble if you mess up during the minigame. It all depends on your confidence in your abilities. If you can really nail a particular minigame, go for it.

PRIZE FIGHTS

Prize fights let you tune up before the bigger title fights. They also let you win money—$2,000 per win. (You get $4,000 per title-fight win.) But should you fight in every prize fight that presents itself? That's a tricky question. For starters, look at your opponent's ability scores. If they're too close together, you might want to consider passing. A prize fight loss will lower all of your ability scores, which will cause problems for your next title fight. But if you have a decided advantage (strength and stamina are the ability scores to worry about), go for it. The extra money will get you to the Vitamin and Rumble Mass Programs quicker.

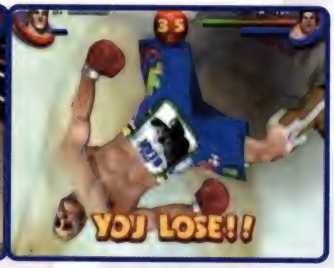
You get a $2,000 purse for winning a prize fight.



A prize fight is like a normal fight in terms of strategy. Block your opponent's blows …

… and counter with a quick jab or hook to the head.

If you win, you gain the $2,000 and all of your ability scores increase.



If you lose, all of your ability scores decrease (which will be bad when the time comes for your next title fight).

REACHING THE TOP

The road to the top is a long one. You start out as an unranked boxer and must reach the status of number-one contender before getting your shot at the title. After your first fight, you're ranked twelfth; you climb a notch with each win.

So how do you reach the top? We've already discussed training. Training and prize fights make a better, stronger boxer, which is what you'll need as you face ever-increasing challenges. Remember your fighting basics so you can fight a more perfect fight as you prepare to face the Champ.

Remember to perform your special moves and combos when you can. Earning RUMBLE letters will help you end fights quicker.

If you lose three title fights, your career is over. Make sure your boxer is prepared for each and every title fight.

THE CHAMP

"The Boss," Rumbleman, is the Champ who awaits you at the end of your journey from unranked boxer to number-one contender. How will you beat this behemoth? You'll have to fight a nearly perfect fight. He's got a height and reach advantage over every other boxer, so if he wanted to, he could keep you at bay with a steady diet of left jabs. But Rumbleman doesn't take the easy way out … he invites you in close so you to try to land a shot, then he starts pounding you into the canvas. Remember your blocks. To defeat "The Boss," you must anticipate his moves. Don't try any really long special moves or combos—you won't have time for them, and Rumbleman will stop them cold with a quick jab to your head.

You've finally made it—the championship fight against the Champ, "The Boss," Rumbleman!

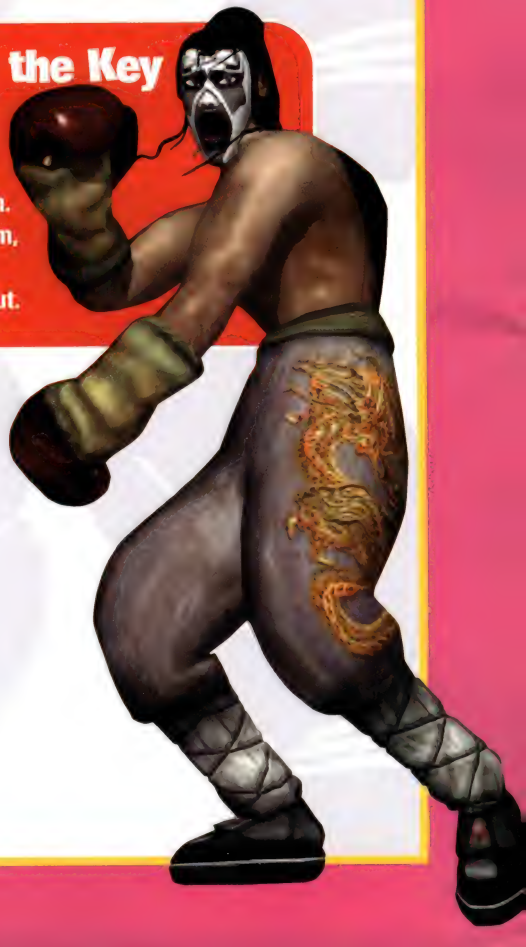
He starts things off here with a quick uppercut. Stay away from such punches. You certainly don't want Rumbleman earning too many RUMBLE letters. He's hard enough to defeat without the boost of RUMBLE Mode.

Remember to get your blocks up. Losing is not an option, because three losses ends your boxer's career.

Hit your opponents hard whenever possible. You don't gain anything by keeping the fight going.

Training is the Key

You must increase all of your stats in preparation for fighting Rumbleman. When you reach him, your stats should be almost maxed out.



Remember that Rumbleman has an extremely long reach; his jab can get you from quite a ways away.

Work inside. After dodging or blocking one of Rumbleman's blows, sneak inside and pound him in the gut.

When you see an opening, go for a powerful body shot. It takes many blows to wear down Rumbleman, so keep at it.

Sometimes you knock Rumbleman down …

… and other times, he knocks you down. All that matters is who's standing at the end of the day.

The only way you'll survive is by keeping your blocks up and anticipating Rumbleman's punches. Watch out for Rumbleman's taunt that gives him an instant RUMBLE level 3.

Stamina is key. The fight will go several rounds, and you must remain strong throughout.

You have to fight a nearly perfect fight to survive. You'll be a little worse for wear, but now *you're* the Champ!

Note

In the DC and PS2 versions, an additional two outfits are unlocked when a boxer becomes Champion in Championship Mode.

TOURNAMENT MODE

One of *Ready 2 Rumble Boxing: Round 2*'s new modes is Tournament Mode, in which three to eight players compete in a single-elimination tournament. After entering your names and selecting your boxers, the tournament begins. Remember: you're fighting against your friends instead of against the computer AI, so you need to play sharper. To succeed, keep your block up and counterpunch.

The first step is to enter the participants' names. From three to eight players can compete in the tournament.

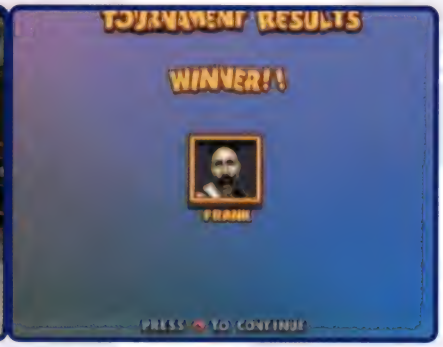
With all of the names in, it's time for everyone to select a boxer.

If you enter an odd number of boxers, the computer enters another AI-controlled boxer to round out the tournament bracket.

The tournament takes place in the various arenas used in the other modes.

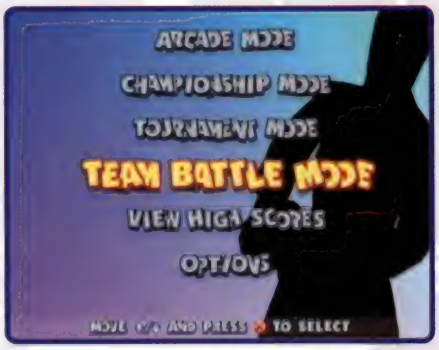
The tournament is single elimination, which means you're out of the game if you lose a round. For each round you win, you survive to fight another.

When fighting a human opponent, you need to play sharper than when fighting an AI-controlled boxer. Keep blocking, and counterpunch to do damage.



Only one boxer will be standing when all is said and done.

TEAM BATTLE MODE



One of *Ready 2 Rumble Boxing: Round 2*'s new modes is Team Battle Mode. After selecting Team Battle Mode, indicate whether you're fighting a friend or the AI. Then you decide how many boxers will be on each team (from four to eight). And finally, you're off to the squared circle to do battle.

SELECTING YOUR BOXERS

There are two theories for selecting your boxers in Team Battle Mode. The first is to alternate the style of boxers. The only time you switch boxers is when you lose; therefore, you don't want boxers with the same style going back to back. For example, both Thunders (G.C. and Afro) are great fighters, but they have the same slight build and lightning-fast fighting style. If you use one of them and the computer (or a friend) beats you, wouldn't it make more sense to switch things up and put in a bruiser such as Butcher Brown or Boris "The Bear" Knokimov? The second theory is that you should select boxers that match your favorite boxing style. If you like big bruisers such as Butcher Brown and Boris Knokimov, load your team with heavyweights. If you prefer lightning-quick punchers, load your team with boxers such Afro Thunder and Selene Strike.

My style in Team Battle Mode is to mix up my boxers, starting with a quick boxer such as G.C. Thunder, then throwing in a heavyweight such as Mama Tua. That way, my last boxer is a bruiser (in case things aren't going well and I really need that last boxer).

Play to your strengths. Johnny has the hard-hitting punches, so if you're Afro Thunder … STAY OUT OF THE WAY! However, Afro Thunder has great quickness, so if you're playing as him, dodge the first couple of blows and look for a strong counterpunch.

My preference is to start with a quicker boxer, such as Afro Thunder, in the beginning …

… so if I get beaten …

… I can switch to a bruiser who can both absorb and dish out punishment.

After you win Team Battle Mode, the game recaps how the match-ups went.

ROLL CALL OF FIGHTERS

THE FIGHTERS

When you start *Ready 2 Rumble Boxing: Round 2*, the following 12 boxers are available. Each time you beat the game in Arcade Mode, you unlock a boxer on the Additional Boxers list. In this chapter, you'll find the bios, special moves, combos, and strategies for each boxer.

INITIAL BOXERS

- Afro Thunder
- Angel "Raging" Rivera
- "Big" Willy Johnson
- Boris "The Bear" Knokimov
- Butcher Brown
- J.R. Flurry
- Jet "Iron" Chin
- Johnny "Bad" Blood
- Joey T.
- Lulu Valentine
- Mama Tua
- Selene Strike

ADDITIONAL BOXERS

- Freak E. Deke
- Michael Jackson
- G.C. Thunder
- Wild "Stubby" Corley
- Shaquille O'Neal
- Freedom Brock
- Rocket Samchay
- ROBOX RESE-4
- Rumbleman

You'll face many challenges on the way to the top, but stick to the basics and you'll get there.

Don't get caught in the corner like Butcher Brown here. Angel "Raging" Rivera can pound him with overhand rights, and Brown has nowhere to run.

Selene Strike tries to block this blow from Boris Knokimov. To win, you *must* block.

Watch out for boxers who've reached the third and final RUMBLE Mode stage. They can throw a knockout punch that will send you out of the ring. Back off and stay out of the way.

When your boxer achieves the rank of Champion, you unlock his or her third and fourth costumes.

Your boxer's face will be a little worse for wear, but this is boxing, not basket weaving.

Defeating other boxers

This section will give you tips for fighting *as and against* the boxers of *Ready 2 Rumble Boxing: Round 2*. The best resource for learning how to beat a boxer, however, is to actually play as that boxer. Say you're having problems defeating "Big" Willy Johnson. Run him through a couple of rounds in Arcade Mode. Take note of the way the AI is attacking you. Is it relying on body shots? Combos and special moves? Answer these questions and you'll be all set to defeat Johnson the next time you fight him.

INITIAL BOXERS

AFRO THUNDER

STATS

Age	24	Height	5'7"
Weight	121 lbs.	Reach	70"
Hometown	New York City, New York		
Arch Rival	G.C. Thunder		

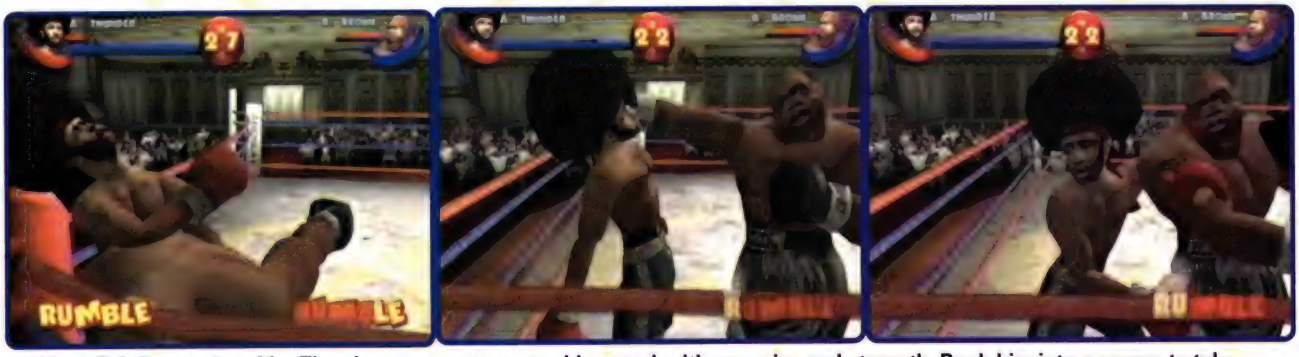
Afro Thunder went Hollywood for a while, but he's back. After spurning boxing for three years to pursue a career in action films, he's returned with a purpose: upstaging his cousin, G.C. Thunder, who entered the boxing arena in an attempt to fill Afro's void. The movie industry might've temporarily sapped him of boxing skills, but Afro's stage presence and incomparable showmanship are fine-tuned. The bitter family rivalry has inspired a newfound motivation in Afro, who promises a headline-making return to the ring.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Forward + Right Jab	←,→+Ⓨ	←,→+©▲	←,→+▲
Back, Back + Right Jab, Right Jab	←,←+Ⓨ,Ⓨ	←,←+©▲,©▲	←,←+▲,▲
Back, Back + Right Jab	←,←+Ⓨ	←,←+©▲	←,←+▲
COMBO MOVES			
Forward + Down + Right Jab, Left Jab, Right Body Blow	↘+Ⓨ,Ⓧ,Ⓑ	↘+©▲,©◀,©▶	↘+▲,■,●
Left Jab, Left Jab, Right Jab, Right Jab, Right Jab	Ⓧ,Ⓧ,Ⓨ,Ⓨ,Ⓨ	©◀,©◀,©▲,©▲,©▲	■,■,▲,▲,▲
Up/Down + Left Body Blow, Right Jab	↑/↓+Ⓐ,Ⓨ	↑/↓+©▼,©▲	↑/↓+✕,▲

STRATEGIES

Afro Thunder is lightning-quick. To utilize his quickness, use a lot of jabs to set up your bigger punches. Also, because Afro Thunder is so slight, keep him away from big blows. Remember to stick and move, and you'll do fine.



When fighting *against* Afro Thunder, you must counter his speed with your size and strength. Back him into a corner to take away one of his greatest advantages.

SPECIAL MOVES

Back, Forward + Right Jab

Back, Back + Right Jab, Right Jab

Back, Back + Right Jab

COMBO MOVES

Forward + Down + Right Jab, Left Jab, Right Body Blow

Left Jab, Left Jab, Right Jab, Right Jab, Right Jab

Up/Down + Left Body Blow, Right Jab

ANGEL "RAGING" RIVERA

STATS

Age	26	Height	5'9"
Weight	153 lbs.	Reach	71"
Hometown	Monterrey, Mexico		
Arch Rival	Rocket Samchay		

Although the word "showboat" usually precedes Angel "Raging" Rivera's name, he's far from being all style and no substance. He finally nabbed a Championship when he defeated Rocket Samchay in a grueling, controversial, twelve-round battle. Rivera began his career as a pugilistic purist, eschewing flashiness for a sound and conventional technique, but altered his approach after losing to an unorthodox foe. The transformation complete, Rivera proves that style points do count.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Forward + Right Jab	←,→+Ⓨ	←,→+©▲	←,→+▲
Forward, Back + Right Body Blow	→,←+Ⓑ	→,←+©▶	→,←+●
Forward, Back + Right Body Blow, Right Jab	→,←+Ⓑ,Ⓨ	→,←+©▶,©▲	→,←+●,▲
Forward, Back + Right Body Blow, Right Body Blow, Left Body Blow, Right Body Blow	→,←+Ⓑ,Ⓑ,Ⓐ,Ⓑ	→,←+©▶,©▶©▼,©▶	→,←+●,●,×,●
COMBO MOVES			
Forward + Left Jab, Left Jab, Left Body Blow	→+Ⓧ,Ⓧ,Ⓐ	→+©◀,©◀,©▼	→+■,■,×
Up/Down + Left Body Blow, Right Body Blow, Left Jab	↑/↓+Ⓐ,Ⓑ,Ⓧ	↑/↓+©▼,©▶,©◀	↑/↓+×,●,■
Up/Down + Right Jab, Left Jab	↑/↓+Ⓨ,Ⓧ	↑/↓+©▲,©◀	↑/↓+▲,■

STRATEGIES

Rivera likes to showboat, just like everyone else.

Angel has a speedy left jab.

And that jab sets up a decent right jab that does a good amount of damage.

Rivera also has an assortment of powerful punches, such as this overhand right.

When playing against Rivera, work the body. After all, Rivera is a lightweight, so attack him where it hurts most.

After throwing a bunch of body shots, throw an uppercut to catch his defense off balance.

SPECIAL MOVES

Back, Forward + Right Jab

Forward, Back + Right Body Blow

Forward, Back + Right Body Blow, Right Jab

Forward, Back + Right Body Blow, Right Body Blow, Left Body Blow, Right Body Blow

COMBO MOVES

Forward + Left Jab, Left Jab, Left Body Blow

Up/Down + Left Body Blow, Right Body Blow, Left Jab

Up/Down + Right Jab, Left Jab

"BIG" WILLY JOHNSON

STATS

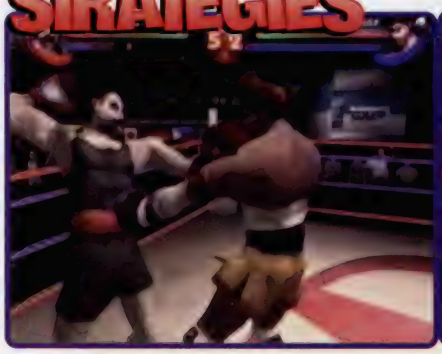
Age	41	Height	5'9"
Weight	175 lbs.	Reach	72"
Hometown	Chester, England		
Arch Rival	ROBOX RESE-4		

"Big" Willy Johnson is in a time warp, but one that has served him well. A gritty, old school boxer, Johnson would prefer to fight without gloves, but has adapted to the modern age by utilizing some current boxing techniques. This combination of old-time boxing discipline and advanced technical method has made him a diverse and complete boxer and one who oftentimes confuses his one-dimensional foes. However, it's somebody else's job to convince him his look is about as stylish as a horse-and-carriage.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Forward, Forward + Right Jab	→,→+Ⓨ	→,→+©▲	→,→+▲
Forward, Forward, Back + Left Jab	→,→,←+Ⓧ	→,→,←+©◀	→,→,←+■
Up, Down + Left Jab or Down, Up + Left Jab	↑,↓+Ⓧ or ↓,↑+Ⓧ	©▲,↓+©◀ or ↓,↑+©◀	↑,↓+■ or ↓,↑+■
COMBO MOVES			
Left Jab, Left Jab, Right Jab, Right Jab	Ⓧ,Ⓧ,Ⓨ,Ⓨ	©◀,©◀,©▲,©▲	■,■,▲,▲
Forward, Forward, Back + Left Jab, Left Body Blow, Right Body Blow, Left Body Blow	→,→,←+Ⓧ,Ⓐ,Ⓑ,Ⓐ	→,→,←+©◀,©▼,©▶,©▼	→,→,←+■,×,●,×
(Up, Down + Left Jab or Down, Up + Left Jab), Left Jab, Left Jab, Left Jab, Left Jab	(↑,↓+Ⓧ, or ↓,↑+Ⓧ),Ⓧ,Ⓧ,Ⓧ,Ⓧ	(↑,↓+©◀, or ↓,↑+©◀),©◀,©◀,©◀,©◀	(↑,↓+■, or ↓,↑+■),■,■,■,■

STRATEGIES



"Big" Willy Johnson is an old-school boxer—1800s old school, that is. But don't let his ancient boxing style fool you; his punches can do great amounts of damage if he connects. This overhand right is an especially good punch.

Johnson also has a good left jab. His quickness allows you to sneak it in when you need to knock your opponent off guard.

Willy goes after Rocket Samchay with the first level of RUMBLE Mode.

Willy's slight frame means he has a hard time absorbing punishment. Deal successive shots to his head (or gut, for that matter) to wear down his defenses. Angel has a speedy left jab.

SPECIAL MOVES

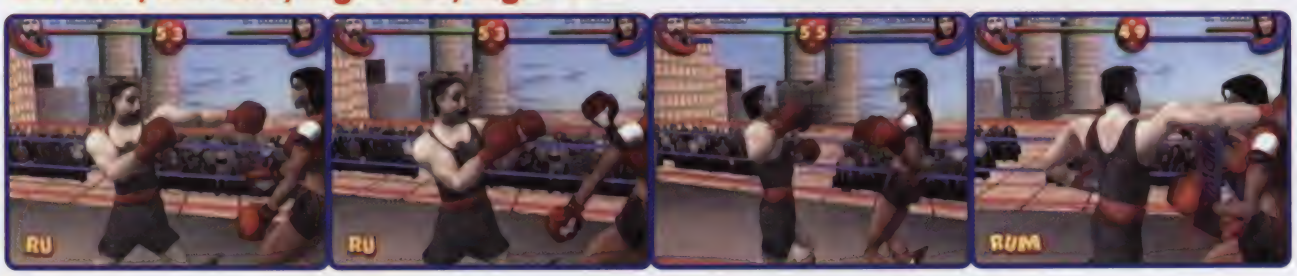
Forward, Forward + Right Jab

Forward, Forward, Back + Left Jab

Up, Down + Left Jab or Down, Up + Left Jab

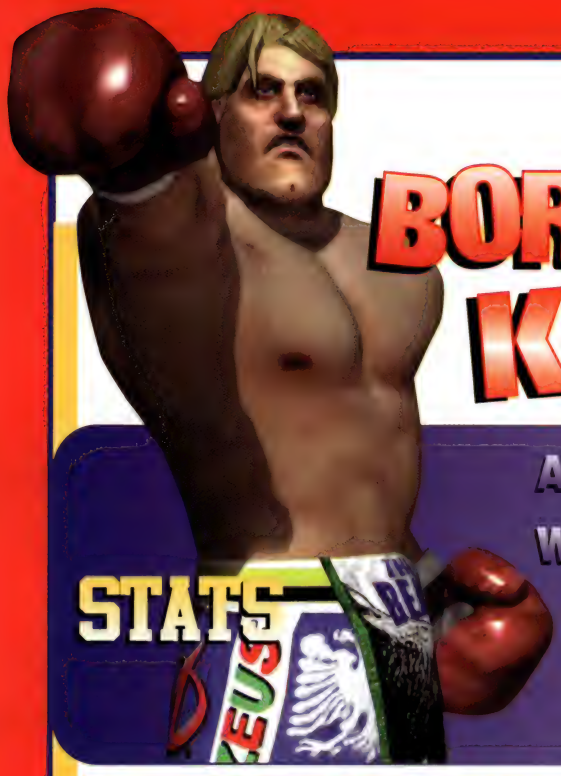
COMBO MOVES

Left Jab, Left Jab, Right Jab, Right Jab



Forward, Forward, Back + Left Jab, Left Body Blow, Right Body Blow, Left Body Blow

Up, Down + Left Jab, Left Jab, Left Jab, Left Jab, Left Jab or Down, Up + Left Jab, Left Jab, Left Jab, Left Jab, Left Jab



BORIS "THE BEAR" KNOKIMOV

STATS

Age	33	Height	6'3"
Weight	218 lbs.	Reach	73"
Hometown	Zagreb, Croatia		
Arch Rival	Butcher Brown		

When describing Boris "The Bear" Knokimov, opponents use the word "sellout." Knokimov prefers the term "opportunist." Aware of the advantages of his boxing prominence, Knokimov has gone on a three-year endorsement blitz, advertising himself and his products on infomercials the world over, thereby garnering a strong following in his homeland. Realizing that a return to the ring would earn him more than 15 minutes of fame—*and* more money—Knokimov is back with logos, sponsorships, and renewed vigor.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Forward, Back + Right Jab	→,←+Ⓨ	→,←+©▲	→,←+▲
Forward, Back + Right Jab, Left Body Blow	→,←+Ⓨ,Ⓑ	→,←+©▲,©▼	→,←+▲,✕
Back, Forward + Right Body Blow	←,→+Ⓑ	←,→+©►	←,→+●
Up, Down + Left Body Blow or Down, Up + Left Body Blow	↑,↓+Ⓐ or ↓,↑+Ⓐ	↑,↓+©▼ or ↓,↑+©▼	↑,↓+✕ or ↓,↑+✕
COMBO MOVES			
Left Jab, Left Jab, Right Jab	Ⓧ,Ⓧ,Ⓨ	©◄,©◄,©▲	■,■,▲
Forward + Left Body Blow, Right Jab, Left Jab	→+Ⓐ,Ⓨ,Ⓧ	→+©▼,©▲,©◄	→+■,▲,■
Back, Forward + Right Body Blow, Left Jab, Left Jab, Right Jab	←,→+Ⓑ,Ⓧ,Ⓧ,Ⓨ	←,→+ ©►,©◄,©◄,©▲	←,→+●,■,■,▲

STRATEGIES

"The Bear" is aptly named. He has powerful punches and a surprisingly quick jab. His big right hook packs a wallop, but leaves him vulnerable to a quick counterpunch. If you're fighting Boris, follow Mama Tua's example and slam home a left-handed body shot.

Boris's right-hand head shot is a powerful punch that earns you RUMBLE letters if you connect.

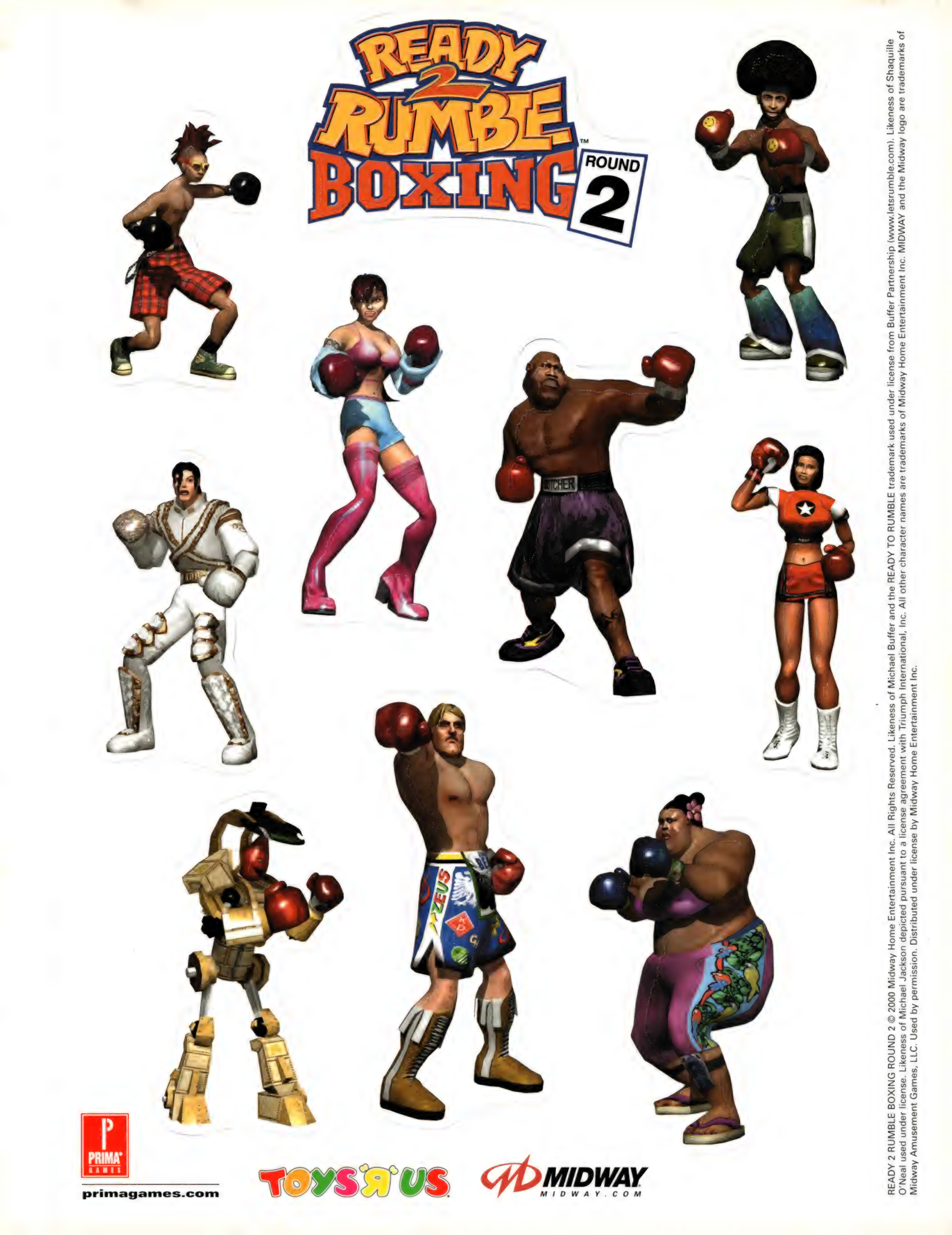
Jump out of the way to protect your gut. As with most of the big bruisers, Boris's Achilles' heel is the body shot,

Use your jab's long reach to keep opponents at bay.

SPECIAL MOVES

Forward, Back + Right Jab

Forward, Back + Right Jab, Left Body Blow



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Back, Forward + Right Body Blow

Up, Down + Left Body Blow or Down, Up + Left Body Blow

COMBO MOVES

Left Jab, Left Jab, Right Jab

Forward + Left Body Blow, Right Jab, Left Jab

Back, Forward + Right Body Blow, Left Jab, Left Jab, Right Jab

BUTCHER BROWN

STATS

Age	26	Height	5'9"
Weight	235 lbs.	Reach	82"
Hometown	District of Columbia		
Arch Rival	Boris Knokimov		

Butcher Brown was banned from boxing two years ago for using the mystical and deadly knockout punch dubbed "The Devastator" in an annihilation of "The Bruiser" Bruce Blade. Now Brown has been reinstated and is tanned, rested, and ready. He has one problem, however: His mentor (who sought to instill in Brown some much-needed mental stability) has retired. Although physically ready to rumble, Brown must follow the path of mental discipline to regain the Championship.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Forward + Right Jab	←,→+Ⓨ	←,→+©▲	←,→+▲
Back + Left Jab	←+Ⓧ	←+©◀	←+■
Back + Left Jab, Right Body Blow, Left Body Blow	←+Ⓧ,Ⓑ,Ⓐ	←+©◀,©▶,©▼	←+■,●,×
Back, Forward + Right Jab, Left Jab, Right Body Blow, Left Body Blow	←,→+Ⓨ,Ⓧ,Ⓑ,Ⓐ	←,→+©▲,©◀,©▶,©▼	←,→+▲,■,●,×
COMBO MOVES			
Down + Forward + Right Jab, Right Jab, Right Jab	↘+Ⓨ,Ⓨ,Ⓨ	↘+©▲,©▲,©▲	↘+▲,▲,▲
Right Jab, Left Jab, Left Jab	Ⓨ,Ⓧ,Ⓧ	©▲,©◀,©◀	▲,■,■
Back + Right Jab, Left Jab	←+Ⓨ,Ⓧ	←+©▲,©◀	←+▲,■

STRATEGIES

Butcher Brown taunts "Big" Willy Johnson to earn some extra RUMBLE letters.

Butcher Brown lives up to his moniker; he deals punishment with massive blows.

Brown even deals ...

... head butts! To win with Butcher Brown, make sure you block. Smaller fighters will be able to sting you in a thousand different places if you're not careful.

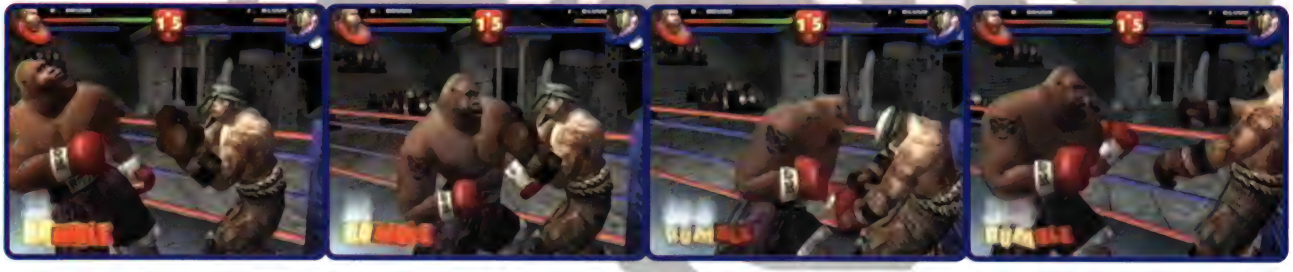
To *beat* Butcher Brown, use speed and blocking against him. Butcher's moves are on the slow side, but his motto is "If a freight train hits you, it doesn't matter how fast it's going. Block or intercept his slow punches with a quick jab.

Also work his gut. Bruisers are always susceptible to body blows.

SPECIAL MOVES

Back, Forward + Right Jab

Back + Left Jab



Back + Left Jab, Right Body Blow, Left Body Blow

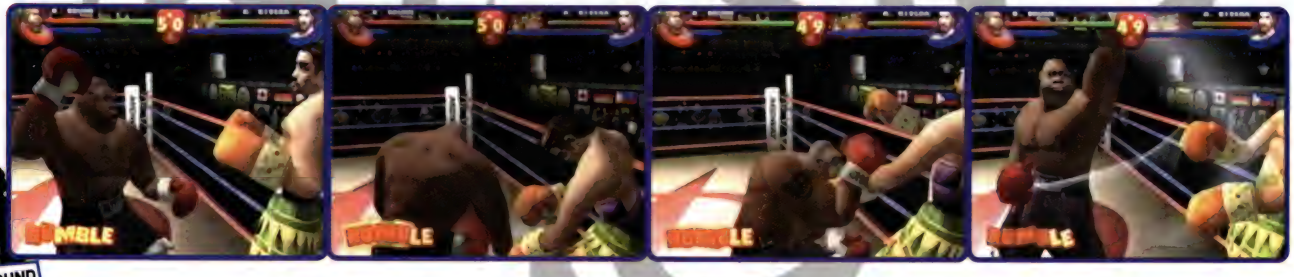
Back, Forward + Right Jab, Left Jab, Right Body Blow, Left Body Blow

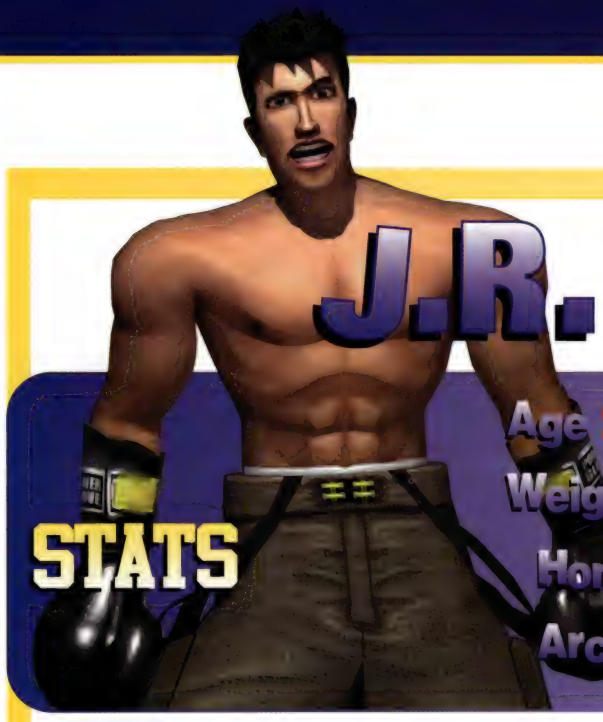
COMBO MOVES

Down + Forward + Right Jab, Right Jab, Right Jab

Right Jab, Left Jab, Left Jab

Back + Right Jab, Left Jab





J.R. FLURRY

STATS

Age	24	Height	5'11"
Weight	150 lbs.	Reach	75"
Hometown	Los Angeles, California		
Arch Rival	Wild "Stubby" Corley		

Maturity has done a lot for J.R. Flurry. Once dubbed "The Prodigal Pugilist" because of the manner in which he turned on his former coach, Gino Stilleto (who then met Flurry in the ring and handed him his lone defeat) Flurry has since tossed aside his arrogant, disrespectful ways. Make no mistake; you'll still find some attitude from Flurry, but now it only punctuates his refined skills and superior knowledge of the sweet science. Prodigal no longer, Flurry presents a big challenge to all of his boxing opponents.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Forward + Right Jab	←,→+Ⓨ	←,→+©▲	←,→+▲
Forward, Back + Left Jab	→,←+Ⓧ	→,←+©◀	→,←+■
Back + Left Jab	←+Ⓧ	←+©◀	←+■
COMBO MOVES			
Forward + Left Jab, Left Body Blow, Left Body Blow, Left Jab	→+Ⓧ,Ⓐ,Ⓐ,Ⓧ	→+©◀,©▼,©▼,©◀	→+■,×,×,■
Up/Down + Left Jab, Right Jab, Left Body Blow	↑/↓+Ⓧ,Ⓨ,Ⓐ	↑/↓+©◀,©▲,©▼	↑/↓+■,▲,×
Right Jab, Right Jab	Ⓨ,Ⓨ	©▲,©▲	▲,▲

STRATEGIES

J.R. Flurry is a fast, well-balanced boxer. He combines speed and power to deal punishment, as in this right cross.

One of J.R.'s strengths is his ability to deliver quick, powerful body blows. Work your opponents' bodies with these very effective shots.

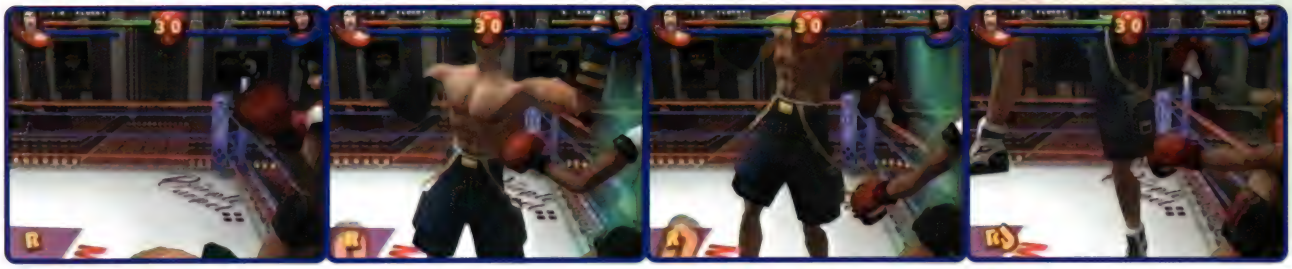
J.R.'s other strength is a quick left jab. Stick your opponent with a jab and move out of the way. Wear your opponent down with a continuous stream of jabs, then close the deal with a powerful special move.

To do well *against* J.R., get your moves in and start blocking; Flurry quickly counterpunches anything you throw. Remember to stick and move, or as in this case, stick and block.

SPECIAL MOVES

Back, Forward + Right Jab

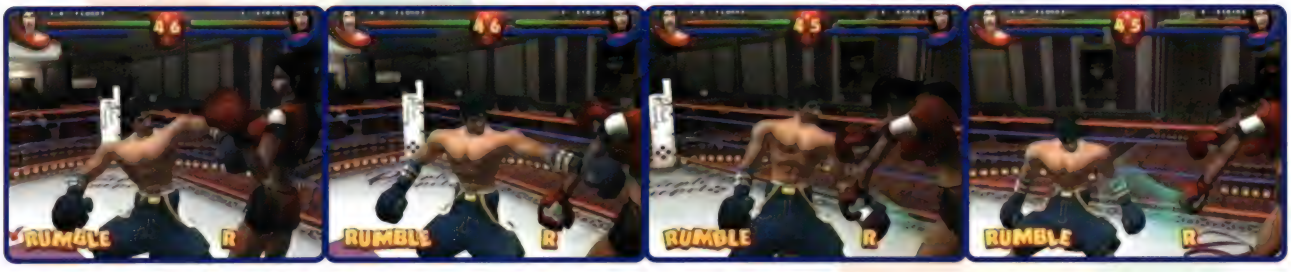
Forward, Back + Left Jab



Back + Left Jab

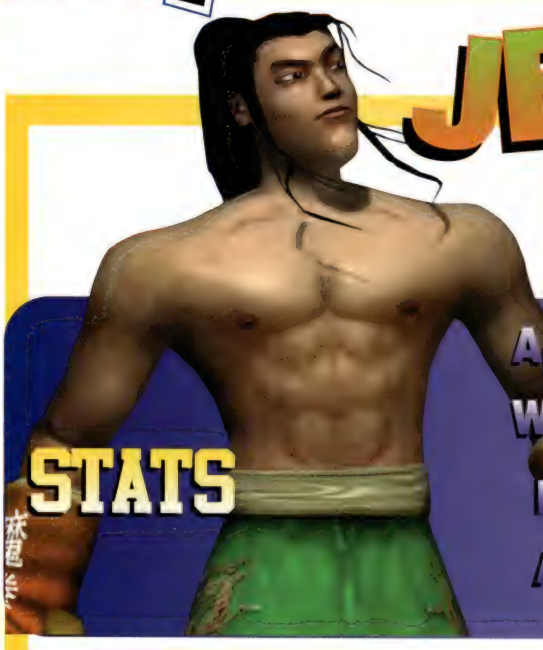
COMBO MOVES

Forward + Left Jab, Left Body Blow, Left Body Blow, Left Jab



Up/Down + Left Jab, Right Jab, Left Body Blow

Right Jab, Right Jab



JET "IRON" CHIN

STATS

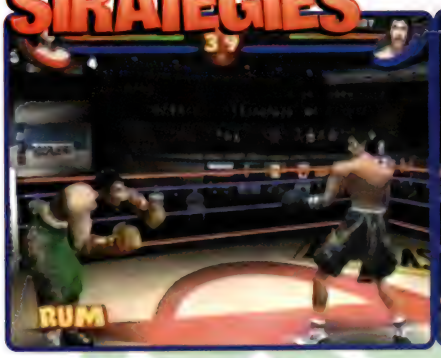
Age	23	Height	5'8"
Weight	148 lbs.	Reach	78"
Hometown	Taipei, Taiwan		
Arch Rival	Johnny "Bad" Blood		

Jet "Iron" Chin parlayed his homeland popularity and successful run at the championships of the Rumble Tournament into a prosperous boxing school. Using distinguished Chinese boxing techniques complemented by his own proven style, Chin has trained some of the greatest boxers in the world, including Afro Thunder and Rocket Samchay. Chin believes that his experience as a boxer combined with his savvy as a trainer has resulted in his becoming a more complete fighter. The "Beast from the East" is ready to rumble!

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Forward, Forward + Right Jab	→,→+Ⓨ	→,→+©▲	→,→+▲
Back, Forward + Left Jab	←,→+Ⓧ	←,→+©◀	←,→+■
Back + Left Jab	←+Ⓧ	←+©◀	←+■
Back + Left Jab, Left Body Blow, Right Body Blow, Right Jab	←+Ⓧ,Ⓐ,Ⓑ,Ⓨ	←+©▶,©▼,©▶,©◀	←+■,✕,●,▲
COMBO MOVES			
Up/Down, Left Jab, Right Jab, Left Body Blow, Right Jab	↑/↓,Ⓧ,Ⓨ,⇦,Ⓨ	↑/↓,©◀,©▲,©▼,©▲	↑/↓,■,▲,✕,▲
Forward + Left Jab, Left Jab, Left Jab	→+Ⓧ,Ⓧ,Ⓧ	→+©◀,©◀,©◀	→+■,■,■
Down + Forward + Left Jab, Left Body Blow, Right Jab	↘+Ⓧ,⇦,Ⓨ	↘+©◀,©▼,©▲	↘+■,✕,▲

STRATEGIES



This is a quick bow to your opponent as a sign of respect … NOT! This little bow is one of your taunts; it provides a chance to win a RUMBLE letter.

Jet has two backhanded blows. The first is a backhanded cross from a great distance. The second is from much closer.

This windmill punch provides a nice, quick one-two combo.

Chin's arsenal features acrobatic moves, such as this one.

When you fight Jet Chin, work the body, but get your guard up fast! Jet has a great counterpunch that you must watch out for. Usually, it's a blow to the head, so guard up high.

SPECIAL MOVES

Forward, Forward + Right Jab

Back, Forward + Left Jab

Back + Left Jab

Back + Left Jab, Left Body Blow, Right Body Blow, Right Jab

COMBO MOVES

Up/Down, Left Jab, Right Jab, Left Body Blow, Right Jab

Forward + Left Jab, Left Jab, Left Jab

Down + Forward + Left Jab, Left Body Blow, Right Jab

JOHNNY "BAD" BLOOD

STATS

Age	26	Height	6'2"
Weight	231 lbs.	Reach	71"
Hometown	Papatoetoe, New Zealand		
Arch Rival	Rocket Samchay		

Johnny "Bad" Blood, brother of former Rumble participant Jimmy Blood, is a walking contradiction. Despite the fact that he's lived the serene lifestyle of a sheepherder most of his years, Blood has also tempted death in his native New Zealand by engaging in the fierce battles of small pubs and back alleys. And although his Maori fighting ways are savage, Blood exercises a certain control, which is partly fueled by his disciplined desire to measure up to the past successes of his brother.

SPECIAL MOVES AND COMBOS

Sequence	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Back, Forward + Left Jab	←,←,→+Ⓧ	←,←,→+©◀	←,←,→+■
Forward + Left Jab + Right Jab	→+Ⓧ+Ⓨ	→+©◀+©▲	→+■+▲
Back, Back, Forward + Right Jab	←,←,→+Ⓨ	←,←,→+©▲	←,←,→+▲
COMBO MOVES			
Up/Down + Right Body Blow, Left Jab, Right Body Blow	↑/↓+Ⓑ,Ⓧ,Ⓑ	↑/↓+©▶,©◀,©▶	↑/↓+●,■,●
Down + Forward + Right Jab, Left Jab	↘+Ⓨ,Ⓧ	↘+©▲,©◀	↘+▲,■
Left Jab, Right Jab	Ⓧ,Ⓨ	©◀,©▲	■,▲

STRATEGIES

One of Johnny Blood's taunts is to pretend to prepare to charge his opponent like a bull.

This uppercut can do a lot of damage if you hit with it. However, the punch has a hitch in it; completing it is iffy at best. The hitch gives your opponent time to get out of the way.

This overhand right (like all of Johnny's punches) packs a wallop. Blood is a very strong fighter.

If you fight against Johnny, work his body …

… it's his one soft spot. Make sure to get your guard up afterward. If you stay too close, you could get pummeled.

SPECIAL MOVES

Back, Back, Forward + Left Jab

Forward + Left Jab + Right Jab

Back, Back, Forward + Right Jab

COMBO MOVES

Up/Down + Right Body Blow, Left Jab, Right Body Blow

Down + Forward + Right Jab, Left Jab

Left Jab, Right Jab

JOEY T.

STATS

Age	38	Height	6'4"
Weight	287 lbs.	Reach	79"
Hometown	Milan, Italy		
Arch Rival	Lulu Valentine		

Joey T. honed his boxing skills as a ruthless hitman, so it shouldn't come as a surprise that he was completely embarrassed when he lost to the girly Lulu Valentine. After that humiliating defeat, Joey T. vowed never to get knocked down again and has improved on his formerly rudimentary boxing skills. With Mama Tua as a sparring partner, Joey T. has added a new arsenal of punches to complement his bone-crushing blows. The next goal for Joey T. is containing his legendary temper.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Forward, Forward + Right Body Blow	→,→+Ⓑ	→,→+©▶	→,→+●
Back, Back, Forward + Left Body Blow	←,←,→+Ⓐ	←,←,→+©▼	←,←,→+×
Back + Left Jab + Right Jab	←+Ⓧ+Ⓨ	←+©◀+©▲	←+■+▲
COMBO MOVES			
Right Jab, Left Jab, Left Jab	Ⓨ,Ⓧ,Ⓧ	©▲,©◀,©◀	▲,■,■
Up/Down + Right Body Blow, Left Body Blow, Right Jab, Right Jab	↑/↓+Ⓑ,Ⓐ,Ⓨ,Ⓨ	↑/↓+©▶,©▼,©▲,©▲	↑/↓+●,×,▲,▲
Down + Forward + Left Jab, Right Jab	↘+Ⓧ,Ⓨ	↘+©◀,©▲	↘+■,▲

STRATEGIES

Joey T. is a bruiser. His punches can pack quite a wallop. Avoid using the left jab, though; it's slower than his right.

Here, Joey's powerful right hand delivers a blow to the head … and an extra RUMBLE letter.

The key to *defeating* Joey T. depends on the boxer you use to fight him. Slender, speedier fighters such as "Big" Willy Johnson can sneak in jabs during Joey T.'s laborious punches.

Remember to work the gut. Bruisers are always susceptible to body blows.

Be careful when taunting for RUMBLE letters; you leave yourself open to attack.

SPECIAL MOVES

Forward, Forward + Right Body Blow

Back, Back, Forward + Left Body Blow

Back + Left Jab + Right Jab

COMBO MOVES

Right Jab, Left Jab, Left Jab

Up/Down + Right Body Blow, Left Body Blow, Right Jab, Right Jab

Down + Forward + Left Jab, Right Jab

LuLu VALENTINE

STATS

Age	27	Height	5'2"
Weight	108 lbs.	Reach	64"
Hometown	Seattle, Washington		
Arch Rival	Joey T.		

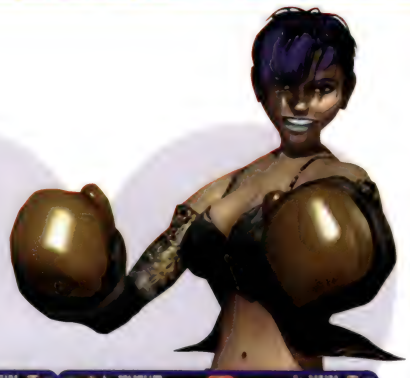
Lulu Valentine is no one-dimensional woman. But her two dimensions—boxing and fashion design—hardly seem compatible. Lulu Valentine possesses the fastest punch on the circuit. Critics wonder whether she's coming back to the ring to take a legitimate shot at the Championship, or merely to promote her line of trendy sportswear. Either way, Lulu's sure to bring excitement to the canvas … whether it's with her boxing prowess or her signature fashion statements.

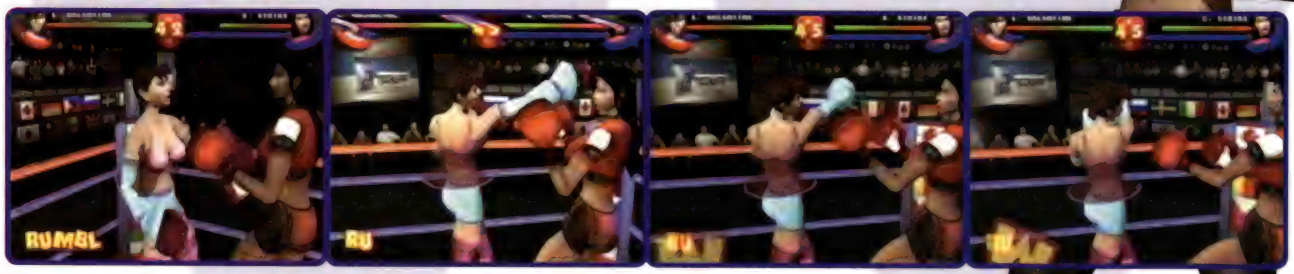
SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Back, Forward + Right Jab	←,←,→+Ⓨ	←,←,→+©▲	←,←,→+▲
Forward + Left Jab + Right Jab	→+Ⓧ+Ⓨ	→+©◀+©▲	→+■+▲
Forward + Left Body Blow + Right Body Blow	→+Ⓐ+Ⓑ	→+©▼+©▶	→+✕+●
COMBO MOVES			
Left Jab, Right Jab, Right Body Blow, Right Body Blow	Ⓧ,Ⓨ,Ⓑ,Ⓑ	©◀,©▲,©▶,©▶	■,▲,●,●
Down + Forward + Left Jab, Right Jab	↘+Ⓧ,Ⓨ	↘+©◀,©▲	↓+→+■,▲
Forward + Left Body Blow + Right Body Blow, Right Body Blow, Right Jab, Right Jab, Left Jab	→+Ⓐ+Ⓑ,Ⓑ,Ⓨ,Ⓨ,Ⓧ	→+©▼+©▶,©▶, ©▲,©▲,©◀	→+✕+●,●, ▲,▲,■

STRATEGIES

One of Lulu Valentine's taunts is to throw up her hands and make fun of her opponent. As with all of the other taunts in the game, make sure you are far enough away from your opponent before attempting it.





Lulu is a quick fighter with a smallish frame. Most of her punches involve swirling, as in this sequence. The only problem with swirling is that it takes her out of position to defend against …

… counterattacks.

SPECIAL MOVES

Back, Back, Forward + Right Jab

Forward + Left Jab + Right Jab

Forward + Left Body Blow + Right Body Blow

COMBO MOVES

Left Jab, Right Jab, Right Body Blow, Right Body Blow

Down + Forward + Left Jab, Right Jab

Forward + Left Body Blow + Right Body Blow, Right Body Blow, Right Jab, Right Jab, Left Jab

LuLu Valentine

MaMa TUA

STATS

Age	55	Height	6'0"
Weight	400 lbs.	Reach	77"
Hometown		Kalopei, Oahu	
Arch Rival		Selene Strike	

Mama Tua entered the *Ready 2 Rumble* ring quite by accident, but her opponents will be mistaken if they take the 400-pounder lightly. Mama took up boxing as a workout, but soon realized she had an affinity for handling heavyweights thanks to having raised son Salua, the famed boxer-turned-wrestler. The family skills are evident in Mama, who obviously doesn't need to live vicariously through her children. Short on ring experience but long in the tooth (and heavy on the scale), Mama is an intriguing competitor.

SPECIAL MOVES AND COMBOS

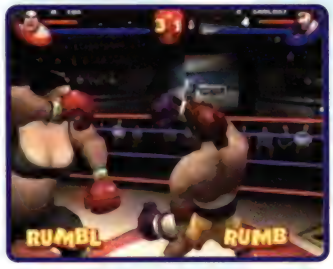
	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Forward, Forward + Right Jab	→,→+Ⓨ	→,→+©▲	→,→+▲
Back, Forward + Left Body Blow	←,→+Ⓐ	←,→+©▼	←,→+✕
Back, Back + Right Jab	←,←+Ⓨ	←,←+©▲	←,←+▲
Back, Back, Forward + Right Jab	←,←,→+Ⓨ	←,←,→+©▲	←,←,→+▲
COMBO MOVES			
Left Jab, Left Jab	Ⓧ,Ⓧ	©◀,©◀	■,■
Up/Down, Left Jab, Right Body Blow	↑/↓,Ⓧ,Ⓑ	↑/↓,©◀,©▶	↑/↓,■,●

STRATEGIES

Mama Tua is big, but she's got lightning-quick hands. Here, she demonstrates her speed with a quick one-two punch (a left and then a right jab to the head).

Her speed and power make a deadly combination. This overhand right does a lot of damage. Watch out, though; the more powerful the move, the longer it takes to execute. Mama Tua might be fast, but she's not invulnerable.

After you complete a punch, get your guard up quickly. To *defeat* Mama Tua, you'll have to weather the storm of her quick punches and strike back with speedy counterpunches.



Work Mama Tua's chin whenever possible.

SPECIAL MOVES

Forward, Forward + Right Jab

Back, Forward + Left Body Blow

Back, Back + Right Jab

Back, Back, Forward + Right Jab

COMBO MOVES

Left Jab, Left Jab

Up/Down + Left Jab, Right Body Blow

SELENE STRIKE

STATS

Age	27	Height	6'2"
Weight	130 lbs.	Reach	80"
Hometown	Brasilia, Brazil		
Arch Rival	Mama Tua		

The towering Selene Strike is fighting her way back. After suffering a serious setback when she went down at the hands of new boxer Mama Tua—a fighter she figured she'd dominate—Strike has been battling the demons of her lacking confidence. Now, training with Lulu Valentine, Strike has developed new techniques utilizing her gymnastic skills and strength training. The result is a restored assurance in her own abilities. She'll start the Championship journey with some new weapons and faith in herself.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Forward, Forward + Right Jab	→,→+Ⓨ	→,→+©▲	→,→+▲
Back, Back + Right Jab	←,←+Ⓨ	←,←+©▲	←,←+▲
Back, Forward + Right Body Blow	←,→+Ⓑ	←,→+©▶	←,→+●
COMBO MOVES			
Left Jab, Right Body Blow, Left Body Blow	Ⓧ,Ⓑ,Ⓐ	©◀,©▶,©▼	■,●,×
Forward, Forward + Right Jab, Right Body Blow, Left Jab	→,→+Ⓨ,Ⓑ,Ⓧ	→,→+©▲,©▶,©◀	→,→+▲,●,■
Back, Back + Right Jab, Right Jab, Right Jab	←,←+Ⓨ,Ⓨ,Ⓨ	←,←+©▲,©▲,©▲	←,←+▲,▲,▲

STRATEGIES

Selene Strike can't absorb too many blows; she just doesn't have the body mass to take the punishment. Keep your block up, and counterpunch when you can.

Strike also has a good left jab. Her quickness allows you to sneak it in there when you need to knock your opponent off guard.

When fighting *against* Selene, work her over with body blow after body blow. They'll wear her out quickly.

SPECIAL MOVES

Forward, Forward + Right Jab

Back, Back + Right Jab

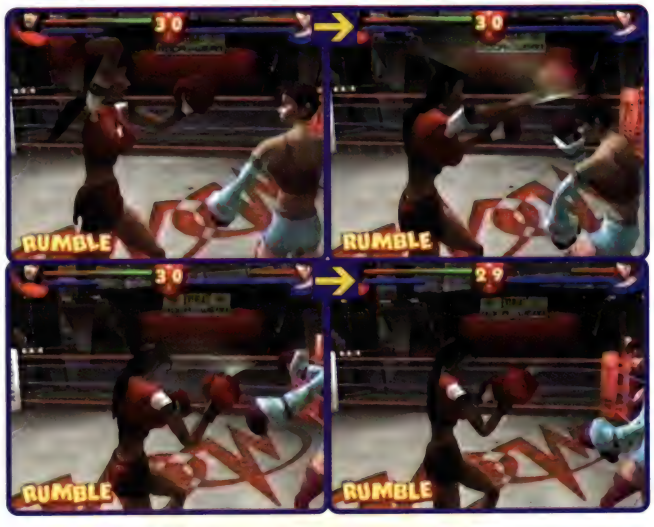
Back, Forward + Right Body Blow

COMBO MOVES

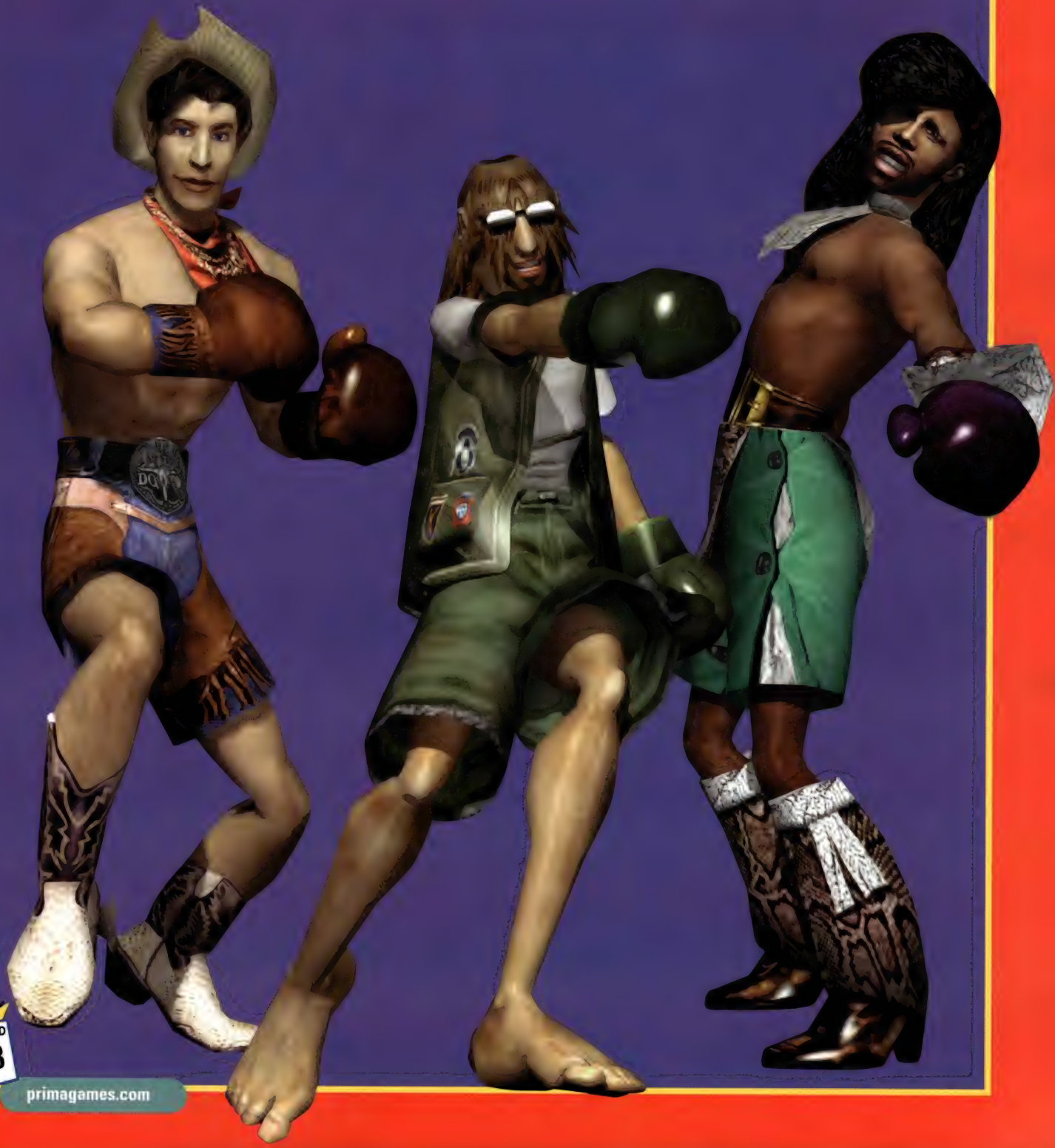
Left Jab, Right Body Blow, Left Body Blow

Forward, Forward + Right Jab, Right Body Blow, Left Jab

Back, Back + Right Jab, Right Jab, Right Jab



ADDITIONAL BOXERS



FREAK E. DEKE

STATS

Age	19	Height	5'11"
Weight	128 lbs.	Reach	74"
Hometown	Toronto, Canada		
Arch Rival	Freedom Brock		

New to the tournament is the uncanny punk rocker Freak E. Deke, sporting a pair of protective goggles and a mohawk. He acquired his pugilistic skills battling in various punk-rock-concert mosh pits, where he developed a high tolerance for pain. Many underestimate the ability and experience of this wiry, frenetic boxer who wants to bring anarchy to the Rumble Tournament.

SPECIAL MOVES AND COMBOS

	Dreamcast	PS2
SPECIAL MOVES		
Forward, Forward + Right Jab	→,→+Ⓨ	→,→+▲
Back, Forward + Right Jab	←,→+Ⓨ	←,→+▲
COMBO MOVES		
Left Jab, Right Jab, Right Jab, Right Jab	Ⓧ,Ⓨ,Ⓨ,Ⓨ	■,▲,▲,▲
Back + Right Jab, Left Jab, Right Jab	←+Ⓨ,Ⓧ,Ⓨ	←+▲,■,▲

STRATEGIES

Block. Counterpunch. That's the name of the game with Freak E. Deke. Here, Lulu Valentine gets her jab to the head blocked, and then receives a jab in return.

This overhand right is one of Freak's most powerful punches. The only problem with it and Freak's other big, powerful moves is that they take too long.

After blocking and then missing the initial blow, Freak gets tagged by a jab to the gut. To *beat* Freak E. Deke, counterpunch his blows and deliver big special moves of your own.

SPECIAL MOVES

Forward, Forward + Right Jab

Back, Forward + Right Jab

COMBO MOVES

Left Jab, Right Jab, Right Jab, Right Jab

Back + Right Jab, Left Jab, Right Jab

G.C. THUNDER

STATS

Age	20	Height	5'7"
Weight	118 lbs.	Reach	70"
Hometown	Miami, Florida		
Arch Rival	Afro Thunder		

G.C. Thunder may be a tad diminutive, but he's no lightweight when it comes to boxing and flamboyant fashion. Cousin and longtime rival of Afro Thunder, G.C. has a fair amount of critics who claim he's more of a performer than a boxer. That hasn't dissuaded him from using his boxing success as a vehicle for opening a chain of hair facilities, nor from making the claim that he'll become the next world champion.

SPECIAL MOVES AND COMBOS

	Dreamcast	PSX/PS2
SPECIAL MOVES		
Forward, Back + Right Jab	→,←+Ⓨ	→,←+▲
Forward + Left Body Blow + Right Body Blow	→+Ⓐ+Ⓑ	→+✕+●
Back, Forward + Left Jab	←,→+Ⓧ	←,→+■
COMBO MOVES		
Left Jab, Left Jab, Right Jab, Right Body Blow	Ⓧ,Ⓧ,Ⓨ,Ⓑ	■,■,▲,●
Forward + Left Body Blow + Right Body Blow, Left Jab, Right Jab	→+Ⓐ+Ⓑ,Ⓧ,Ⓨ	→+✕+●,■,▲
Left Jab, Left Body Blow, Right Body Blow, Right Body Blow	Ⓧ,Ⓐ,Ⓑ,Ⓑ	■,✕,●,●

STRATEGIES

G.C. Thunder doesn't fight like his cousin Afro Thunder. Afro Thunder has lightning-quick hands, but G.C. is much slower, more of a Freedom Brock-type of boxer. One of G.C.'s most powerful blows is this right cross to the body. It does a lot of damage and can keep the opponent away.

One trait G.C. *does* share with Afro Thunder is his slight frame. Keep your guard up; you can't take too much punishment.

One way to *beat* G.C. Thunder is to absorb his slow punches (like this body blow) and counter with a quick jab or hook. Several blows like this will put the younger Thunder down for good.

SPECIAL MOVES

Forward, Back + Right Jab

Forward + Left Body Blow + Right Body Blow

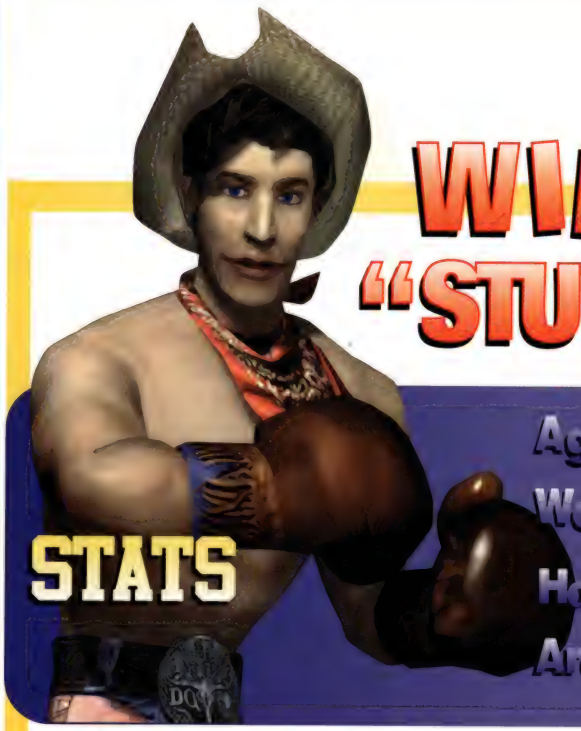
Back, Forward + Left Jab

COMBO MOVES

Left Jab, Left Jab, Right Jab, Right Body Blow

Forward + Left Body Blow + Right Body Blow, Left Jab, Right Jab

Left Jab, Left Body Blow, Right Body Blow, Right Body Blow



WILD "STUBBY" CORLEY

STATS

Age	21	Height	6'2"
Weight	145 lbs.	Reach	77"
Hometown	Corsicana, Texas		
Arch Rival	J.R. Flurry		

Wild "Stubby" Corley's story is enough to bring a tear to your eye. After losing his left hand in a freak rodeo accident, the gritty Corley was fitted with an artificial glove during his rehabilitation. He soon discovered he had an odd ability for the sweet science. Having given up rodeo, Corley, who is called "The Fastest Jab of the West," is dedicated to boxing and is out to prove to the world that he'll be able to beat the best with just one hand. One *real* hand, that is.

SPECIAL MOVES AND COMBOS

	Dreamcast	PS2
SPECIAL MOVES		
Forward, Forward + Right Jab	→,→+Ⓨ	→,→+▲
Forward, Forward + Right Body Blow	→,→+Ⓑ	→,→+●
Back, Forward + Right Jab	←,→+Ⓨ	←,→+▲
COMBO MOVES		
Up/Down + Right Body Blow, Left Jab, Right Jab, Left Body Blow	↑/↓+Ⓑ,Ⓧ,Ⓨ,Ⓐ	↑/↓+●,■,▲,×
Left Jab, Right Jab, Right Jab	Ⓧ,Ⓨ,Ⓨ	■,▲,▲
Forward, Forward + Right Body Blow, Left Jab, Right Jab	→,→+Ⓑ,Ⓧ,Ⓨ	→,→+●,■,▲

STRATEGIES

Wild "Stubby" Corley is slow, but when he connects, look out. This jab-uppercut combo connects on Lulu Valentine's chin. Be wary of the opening on such combos. Corley doesn't move very fast, so a quick jab from his opponent can disrupt his combo.

W.S. Corley's taunt in action ... kind of a hoedown in the ring.

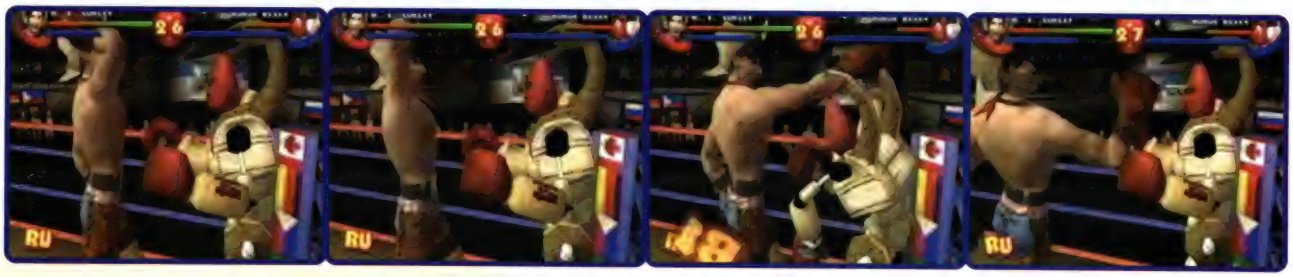
Corley's methodical style of boxing dictates how you fight *against* him. Use your quickest punches (usually the jabs) to disrupt his shots. If you're fighting *as* Corley, make sure you get your blocks up in time.

SPECIAL MOVES

Forward, Forward + Right Jab

Forward, Forward + Right Body Blow

Back, Forward + Right Jab

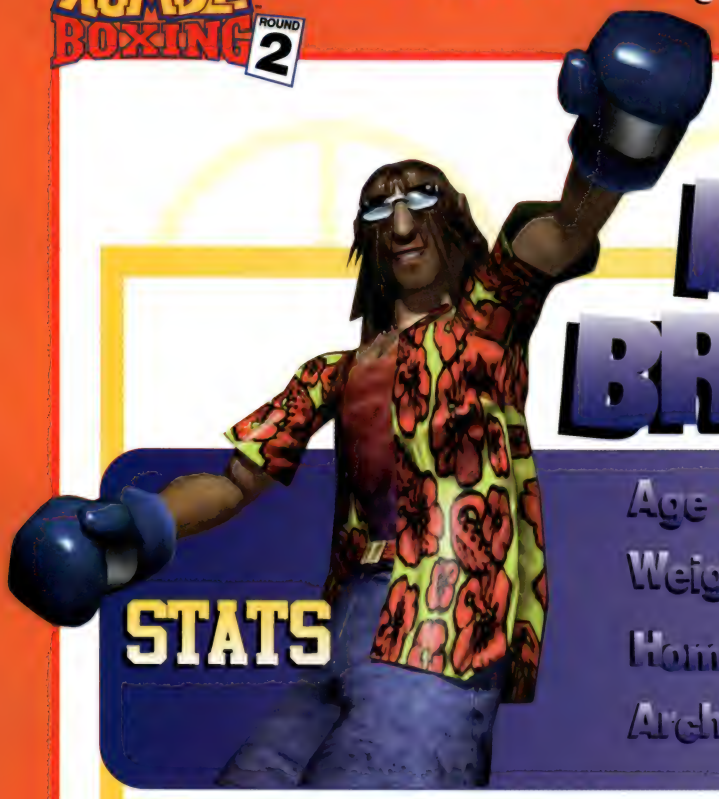


COMBO MOVES

Up/Down + Right Body Blow, Left Jab, Right Jab, Left Body Blow

Left Jab, Right Jab, Right Jab

Forward, Forward + Right Body Blow, Left Jab, Right Jab



FREEDOM BROCK

STATS

Age	38	Height	5'11"
Weight	129 lbs	Reach	76"
Hometown	Boulder, Colorado		
Arch Rival	Freak E. Deke		

To get a top-notch performance from Freedom Brock, simply tell him he's battling an opponent for a killer wave. Brock's life's work is surfing; boxing is just a detail. That detail, however, finances his surfing excursions, so although he's laid back, Brock gets pretty serious when he hits the canvas. The critics may question his commitment, but the coasts from Australia to Mexico are littered with the broken bodies of surfers who dared take on Brock.

SPECIAL MOVES AND COMBOS

	Dreamcast	PS2
SPECIAL MOVES		
Forward, Forward + Left Body Blow	→,→+Ⓐ	→,→+✕
Forward, Forward + Right Jab	→,→+Ⓨ	→,→+▲
Back, Back + Right Jab	←,←+Ⓨ	←,←+▲
COMBO MOVES		
Left Jab, Left Jab	Ⓧ,Ⓧ	■,■
Up/Down + Left Jab, Left Body Blow, Right Jab	↑/↓+Ⓧ,Ⓐ,Ⓨ	↑/↓+■,✕,▲
Right Jab, Right Body Blow, Right Body Blow	Ⓨ,Ⓑ,Ⓑ	▲,●,●

STRATEGIES

Don't let Freedom Brock's slight frame and staggering ring posture fool you—he packs a punch. Brock's flaw, however, is the follow-up lunge at the end of all of his punches. The blow itself is quick, but the follow-up at the end leaves Brock vulnerable.

After you complete a punch, you must block quickly. Quick boxers, such as Selene Strike, can make mincemeat out of Brock with quick jabs after dodging or blocking Brock's blows.

SPECIAL MOVES

Forward, Forward + Left Body Blow

Forward, Forward + Right Jab

Back, Back + Right Jab

COMBO MOVES

Left Jab, Left Jab

Up/Down + Left Jab, Left Body Blow, Right Jab

Right Jab, Right Body Blow, Right Body Blow

ROCKET SAMCHAY

STATS

Age	26	Height	6'2"
Weight	165 lbs.	Reach	78"
Hometown	Bangkok, Thailand		
Arch Rival	Angel "Raging" Rivera		

Rocket Samchay has his eyes on the Championship. Or "eye," that is—he has only one remaining. He lost the other thanks to Angel "Raging" Rivera's thumb. A return to his native Thailand to compete in Thai boxing tournaments helped him regain focus and add some lethal new moves. Having honed his skills among some of the greatest Asian fighters, Samchay brings a special resilience with his quest to succeed in the RUMBLE Tournament.

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Forward + Left Jab	←,→+Ⓧ	←,→+©◀	←,→+■
Forward, Back + Left Jab	→,←+Ⓧ	→,←+©◀	→,←+■
Back, Forward + Right Jab	←,→+Ⓨ	←,→+©▲	←,→+▲
Forward, Back + Right Body Blow	→,←+Ⓑ	→,←+©▶	→,←+●
COMBO MOVES			
Up/Down + Left Jab, Right Jab	↑/↓+Ⓧ,Ⓨ	↑/↓+©◀,©▲	↑/↓+■,▲
Left Jab, Left Jab, Right Jab, Left Jab	Ⓧ,Ⓧ,Ⓨ,Ⓧ	©◀,©◀,©▲,©◀	■,■,▲,■
Forward, Back + Right Body Blow, Right Jab, Left Jab	→,←+Ⓑ,Ⓨ,Ⓧ	→,←+©▶,©▲,©◀	→,←+●,▲,■

STRATEGIES

Rocket Samchay is a pretty powerful boxer. He's not overly speedy (like Afro Thunder) or bulky (like Joey T.), but he gets the job done. Playing as Samchay, use a combination of jabs and body blows to work inside.

One of Rocket's biggest strengths is his ability to deliver punishing body blows. His setup is a bit longer than that of other boxers, but the punishment he deals is worth it.

Another of Samchay's strong points is his repertoire of great combos, such as this series of jabs to the head.

When playing *against* Samchay, throw big punches, such as this left cross, to knock him down. Block his punch, and then counter with one of your own.

Work Samchay's body and head. He's not a true heavyweight compared to the big boys.

SPECIAL MOVES

Back, Forward + Left Jab

Forward, Back + Left Jab

Back, Forward + Right Jab

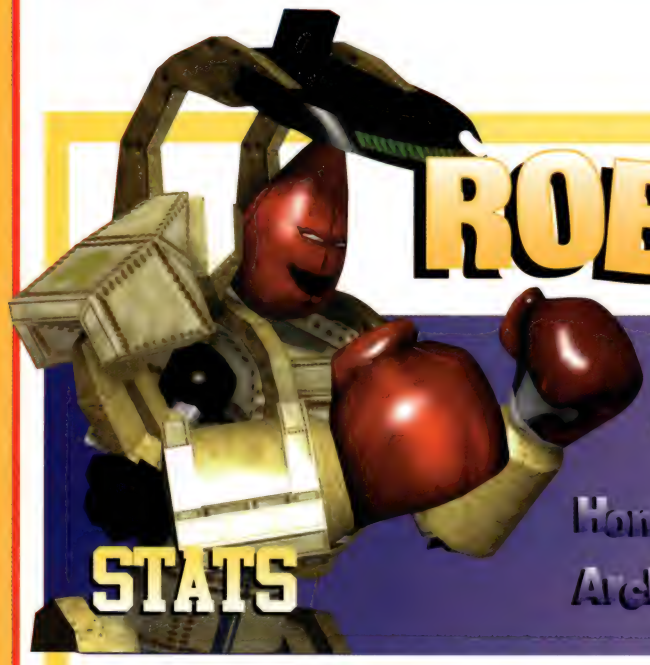
Forward, Back + Right Body Blow

COMBO MOVES

Up/Down + Left Jab, Right Jab

Left Jab, Left Jab, Right Jab, Left Jab

Forward, Back + Right Body Blow, Right Jab, Left Jab



ROBOX RESE-4

STATS

Age	1	Height	5'11"
Weight	150 lbs.	Reach	80"
Hometown	Chicago, Illinois		
Arch Rival	"Big" Willy Johnson		

ROBOX RESE-4 might be a marketing ploy, but don't say that to its face. (If anything nonhuman can have a face, that is.) Designed to advertise for ROBOX, an aerobic boxing cardio-fitness machine that may be the next great health invention, ROBOX RESE-4 does more than just exercise. ROBOX RESE-4 is an enhanced version of the machine; it's able to take punishment and, when prompted, hand some back. The days of the stationary bike are certainly gone!

SPECIAL MOVES AND COMBOS

	Dreamcast	PSX/PS2
SPECIAL MOVES		
Back, Forward + Right Jab	←,→+Ⓨ	←,→+▲
Forward, Back + Right Jab	→,←+Ⓨ	→,←+▲
Forward, Back + Left Jab	→,←+Ⓧ	→,←+■
COMBO MOVES		
Left Jab, Right Jab, Right Jab	Ⓧ,Ⓨ,Ⓨ	■,▲,▲
Up/Down + Left Body Blow, Right Body Blow, Right Jab	↑/↓+Ⓐ,Ⓑ,Ⓨ	↑/↓+✕,●,▲

STRATEGIES

ROBOX's engineers sure knew how to make a boxing robot! ROBOX RESE-4 is one heck of a powerhouse. The robot's lightning-quick jab makes up for the rather sluggish performance of its other punches. Connect with the right cross, and you'll wear down your opponent in a hurry.

To *beat* ROBOX RESE-4 you need to wear him down over time. Go figure—your gloves take a while to damage the metal body of the robot. Take your time and keep your guard up.

SPECIAL MOVES

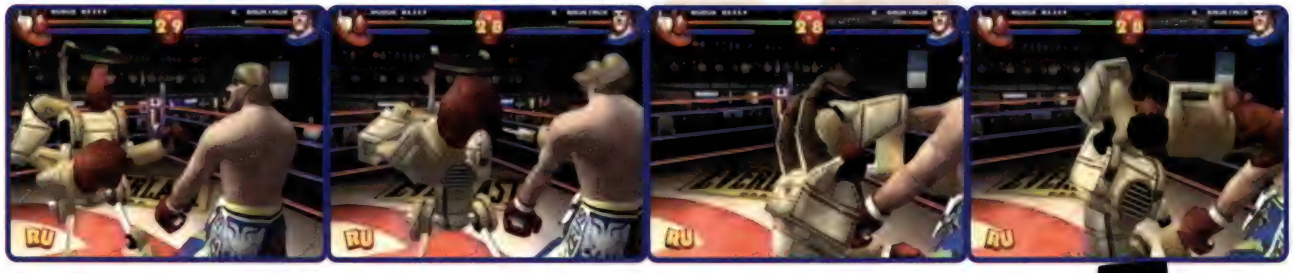
Back, Forward + Right Jab

Forward, Back + Right Jab

Forward, Back + Left Jab

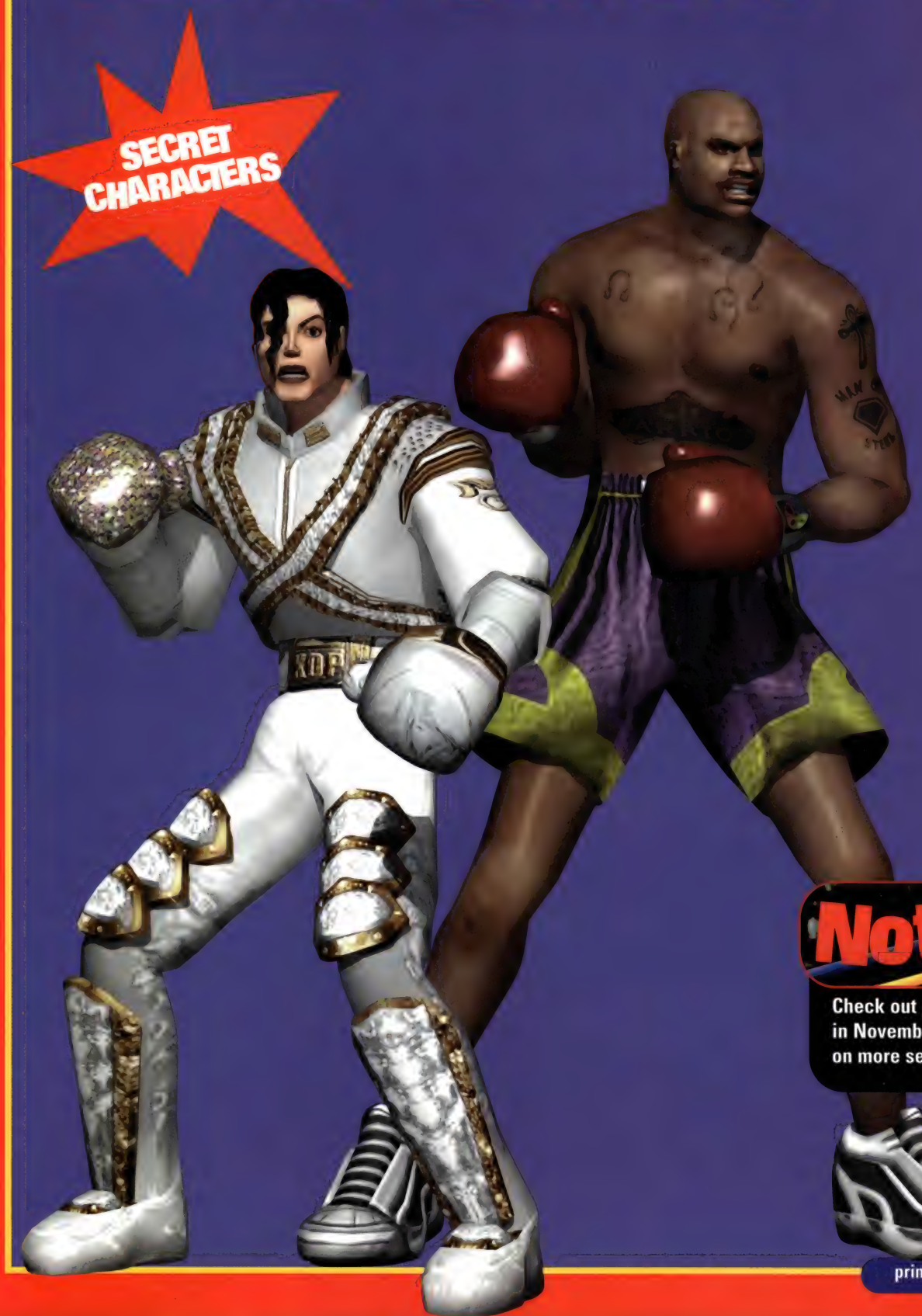
COMBO MOVES

Left Jab, Right Jab, Right Jab



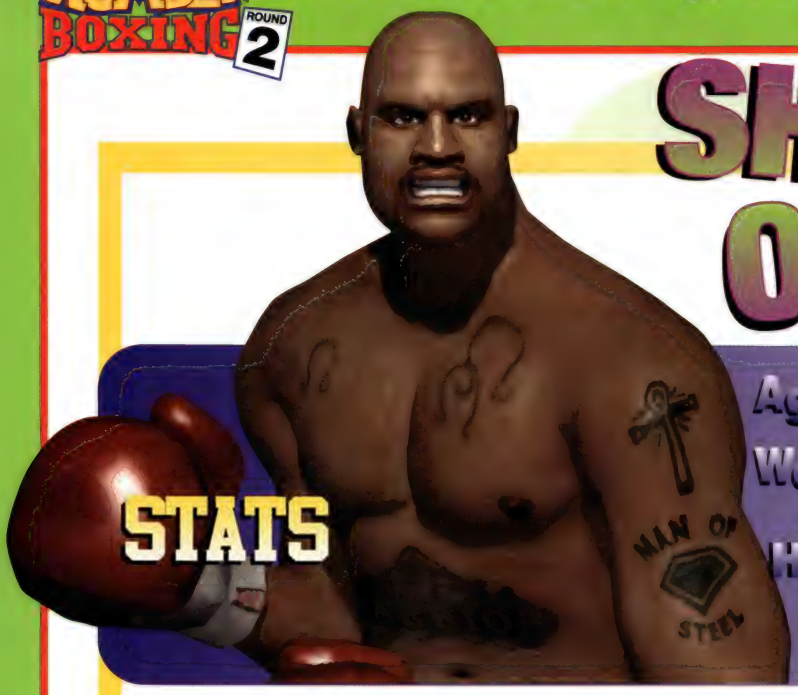
Up/Down + Left Body Blow, Right Body Blow, Right Jab

SECRET BOXERS



Note

Check out primagames.com in November for information on more secret characters.



SHAQUILLE O'NEAL

STATS

Age	28	Height	7'1"
Weight	315 lbs.	Reach	90"
Hometown	Los Angeles, Ca.		

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Back, Forward + Left Jab + Right Jab	←,→+Ⓧ+Ⓨ	←,→+©◀+©▲	←,→+■+▲
Up, Down + Left Jab or Down, Up + Left Jab	↑,↓+Ⓧ, or ↓,↑+Ⓧ	↑,↓+©◀, or ↓,↑+©◀	↑,↓+■, or ↓,↑+■
Back, Back + Right Jab	←,←+Ⓨ	←,←+©▲	←,←+▲
COMBO MOVES			
Left Jab, Right Body Blow, Left Body Blow	Ⓧ,Ⓑ,Ⓐ	©◀,©▶,©▼	■,●,×
Left Body Blow, Left Jab	Ⓐ,Ⓧ	©▼,©▲	×,■

The dominant big man of professional basketball attempts to become the big man of *Ready 2 Rumble Boxing: Round 2* as well. Shaq's got a lot of weapons at his disposal. In these screens, you can see a cross, a jab, and an overhead double smash.

To do damage to the big guy, you need to throw everything at him, including the kitchen sink. Your special moves and combos will be especially effective against this heavyweight, who has the height, weight, and reach advantage over almost everyone.

SPECIAL MOVES

Back, Forward + Left Jab + Right Jab

Up, Down + Left Jab or Down, Up + Left Jab

Back, Back + Right Jab

COMBO MOVES

Left Jab, Right Body Blow, Left Body Blow

Left Body Blow, Left Jab

TAUNTS

When you're a member of professional basketball's Championship team, you've earned the right to talk a little trash. Here are some screens of "The Man in the Middle" taunting his opponents in the ring.

MICHAEL JACKSON

STATS

Age	Unknown	Height	5'10"
Weight	125 lbs	Reach	74"
Hometown	Gary, Indiana		

SPECIAL MOVES AND COMBOS

	Dreamcast	N64	PSX/PS2
SPECIAL MOVES			
Forward, Forward + Left Jab	→,→+Ⓧ	→,→+©◀	→,→+■
Back, Forward + Left Body Blow	←,→+Ⓐ	←,→+©▼	←,→+×
Forward, Back + Right Jab	→,←+Ⓨ	→,←+©▲	→,←+▲
COMBO MOVES			
Right Body Blow, Left Body Blow, Left Jab, Right Jab	Ⓑ,Ⓐ,Ⓧ,Ⓨ	©▶,©▼,©◀,©▲	●,×,■,▲
Left Jab, Left Jab, Right Jab	Ⓧ,Ⓧ,Ⓨ	©◀,©◀,©▲	■,■,▲
Forward + Right Body Blow, Right Jab	→+Ⓑ,Ⓨ	→+©▶,©▲	→+●,▲

STRATEGIES

Go moonwalking for RUMBLE letters with the King of Pop.

Michael Jackson is a pretty good fighter. He's a lightweight (which means he won't be able to soak up much damage), but he's got quick hands like Afro Thunder.

To *beat* Jackson, just keep at it. His quick jabs mean that you need your guard up after you land a punch.

SPECIAL MOVES

Forward, Forward + Left Jab

Back, Forward + Left Body Blow

Forward, Back + Right Jab

COMBO MOVES

Right Body Blow, Left Body Blow, Left Jab, Right Jab

Left Jab, Left Jab, Right Jab

Forward + Right Body Blow, Right Jab

RUMBLEMAN

STATS

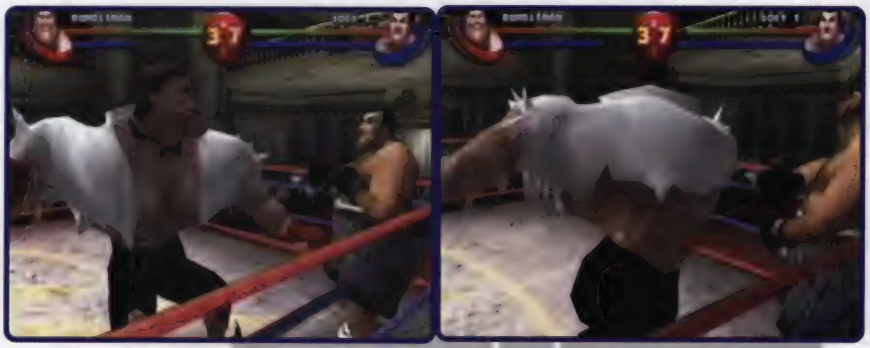
Age	Unknown	Height	8'4"
Weight	510 lbs.	Reach	120"
Hometown	Encino, California		

SPECIAL MOVES AND COMBOS

	Dreamcast	PS2
SPECIAL MOVES		
Forward, Forward + Left Jab	→,→+Ⓧ	→,→+■
Forward, Forward + Left Body Blow	→,→+Ⓐ	→,→+×
Forward, Forward + Right Body Blow	→,→+Ⓑ	→,→+●
COMBO MOVES		
Forward, Forward + Left Jab, Left Jab	→,→+Ⓧ,Ⓧ	→,→+■,■

STRATEGIES

Playing against Rumbleman is a nightmare! His reach allows him to hit you with a jab from a great distance away. It feels like he could hit you from any spot in the ring.



As if it weren't hard enough dealing with the left jab, Rumbleman throws a wicked right cross too.

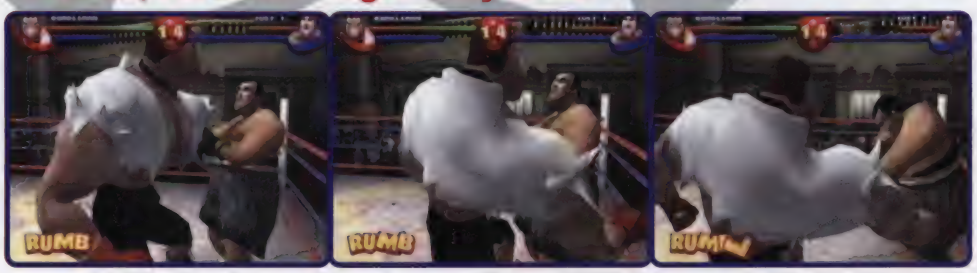
To defeat Rumbleman, you must fight a nearly perfect fight. Work inside and hit him hard.

SPECIAL MOVES

Forward, Forward + Left Jab

Forward, Forward + Left Body Blow

Forward, Forward + Right Body Blow



COMBO MOVES

Forward, Forward + Left Jab, Left Jab

SECRET CODES

Does your game need a little something extra? Dreamcast and PlayStation2 owners can enter the following codes to add some spice. Put in the codes at the Character Select screen. If you enter a code correctly, you will hear the bell ring. Codes only affect the players entering them. Try combining codes for even more fun.

Secret Codes

Effect	Dreamcast	PS2
Toothpick Mode	→,→,↑,↓,→,R,L	→,→,↑,↓,→,R1,R2
Chubby Mode	→,→,↑,↓,→,R,R,L	→,→,↑,↓,→,R1,R1,R2
Big Gloves Mode	←,→,↑,↓,R,L	←,→,↑,↓,R1,R2
Zombie Mode	←,↑,→,↓,R,R,L	←,↑,→,↓,R1,R1,R2

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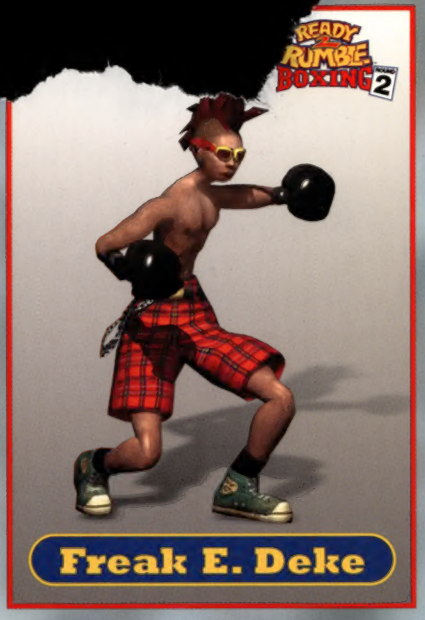
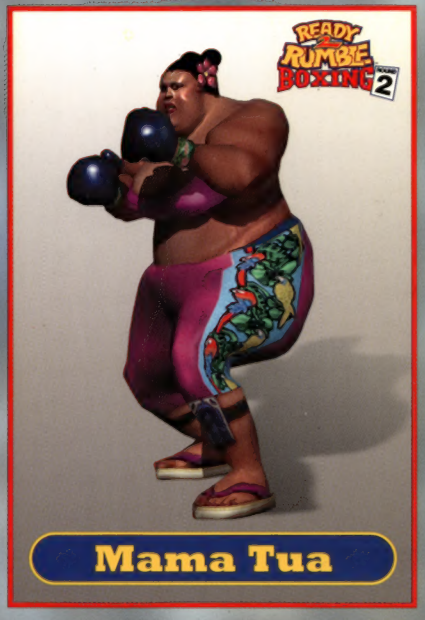
READY 2 RUMBLE BOXING 2
Joey T.

READY 2 RUMBLE BOXING 2
Butcher Brown

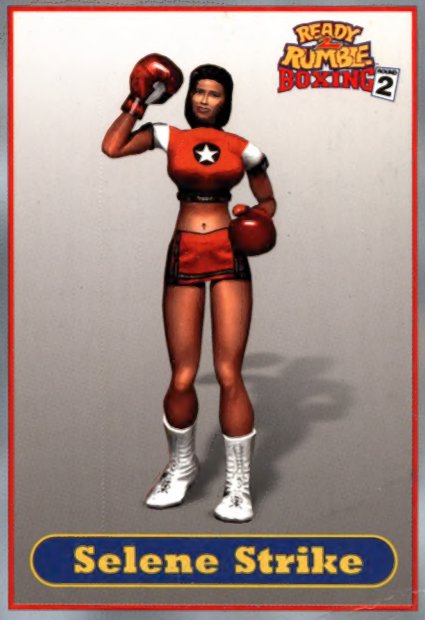

READY 2 RUMBLE BOXING 2
Freak E. Deke

READY 2 RUMBLE BOXING 2
Boris Knokimov

READY 2 RUMBLE BOXING 2
Lulu Valentine


READY 2 RUMBLE BOXING 2
Mama Tua

READY 2 RUMBLE BOXING 2
ROBOX RESE-4


READY 2 RUMBLE BOXING 2
Selene Strike

76153357

Butcher Brown

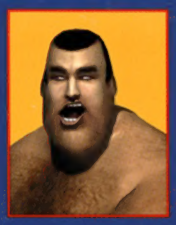
Age	26
Weight	235
Height	5' 9"
Reach	82"
Hometown	District of Columbia
Arch Rival	Boris Knokimov

SPECIAL MOVES

Back, Forward + Right Jab
Back + Left Jab
Back + Left Jab, Right Body Blow, Left Body Blow
Back, Forward + Right Jab, Left Jab, Right Body Blow, Left Body Blow

COMBO MOVES

Down + Forward + Right Jab, Right Jab, Right Jab
Right Jab, Left Jab, Left Jab
Back + Right Jab, Left Jab



Joey T.

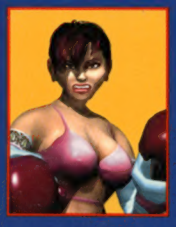
Age	38
Weight	287
Height	6' 4"
Reach	79"
Hometown	Milan, Italy
Arch Rival	Lulu Valentine

SPECIAL MOVES

Forward, Forward + Right Body Blow
Back, Back, Forward + Left Body Blow
Back + Left Jab + Right Jab

COMBO MOVES

Right Jab, Left Jab, Left Jab Up/Down + Right Body Blow, Left Body Blow, Right Jab, Right Jab
Down + Forward + Left Jab, Right Jab



Lulu Valentine

Age	27
Weight	108
Height	5' 2"
Reach	64"
Hometown	Seattle, Washington
Arch Rival	Joey T.

SPECIAL MOVES

Back, Back, Forward + Right Jab
Forward + Left Jab + Right Jab
Forward + Left Body Blow + Right Body Blow

COMBO MOVES

Left Jab, Right Jab, Right Body Blow, Right Body Blow
Down + Forward + Left Jab, Right Jab
Forward + Left Body Blow + Right Body Blow, Right Body Blow, Right Jab, Right Jab, Left Jab

Boris Knokimov

Age	33
Weight	218
Height	6' 3"
Reach	73"
Hometown	Zagreb, Croatia
Arch Rival	Butcher Brown

SPECIAL MOVES

Forward, Back + Right Jab
Forward, Back + Right Jab, Left Body Blow
Back, Forward + Right Body Blow
Up, Down + Left Body Blow or Down, Up + Left Body Blow

COMBO MOVES

Left Jab, Left Jab, Right Jab
Forward + Left Body Blow, Right Jab, Left Jab
Back, Forward + Right Body Blow, Left Jab, Left Jab, Right Jab

Height 5' 11"
Reach 74"
Hometown Toronto, Canada
Arch Rival Freedom Brock

SPECIAL MOVES

Forward, Forward + Right Jab
Back, Forward + Right Jab

COMBO MOVES

Left Jab, Right Jab, Right Jab, Right Jab
Back + Right Jab, Left Jab, Right Jab

Selene Strike

Age	27
Weight	130
Height	6' 2"
Reach	80"
Hometown	Brasilia, Brazil
Arch Rival	Mama Tua

SPECIAL MOVES

Forward, Forward + Right Jab
Back, Back + Right Jab
Back, Forward + Right Body Blow

COMBO MOVES

Left Jab, Right Body Blow, Left Body Blow
Forward, Forward + Right Jab, Right Body Blow, Left Jab
Back, Back + Right Jab, Right Jab, Right Jab

ROBOX RESE-4

Age	1
Weight	150
Height	5' 11"
Reach	80"
Hometown	Chicago, Illinois
Arch Rival	"Big" Willy Johnson

SPECIAL MOVES

Back, Forward + Right Jab
Forward, Back + Right Jab
Forward, Back + Left Jab

COMBO MOVES

Left Jab, Right Jab, Right Jab
Up/Down + Left Body Blow, Right Body Blow, Right Jab

Mama Tua

Age	55
Weight	400
Height	6' 0"
Reach	77"
Hometown	Kalopei, Oahu
Arch Rival	Selene Strike

SPECIAL MOVES

Forward, Forward + Right Jab
Back, Forward + Left Body Blow
Back, Back + Right Jab
Back, Back, Forward + Right Jab

COMBO MOVES

Left Jab, Left Jab
Up/Down Left Jab, Right Body Blow

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Platforms: Sega Dreamcast,
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